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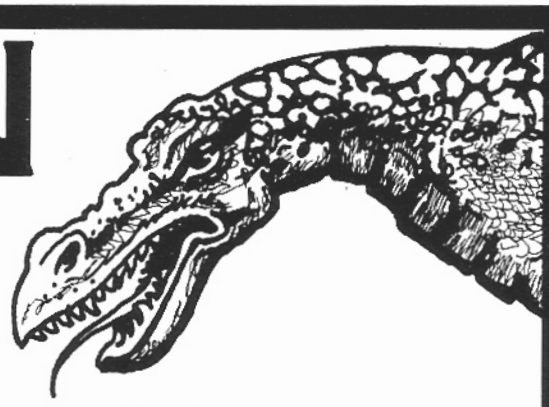

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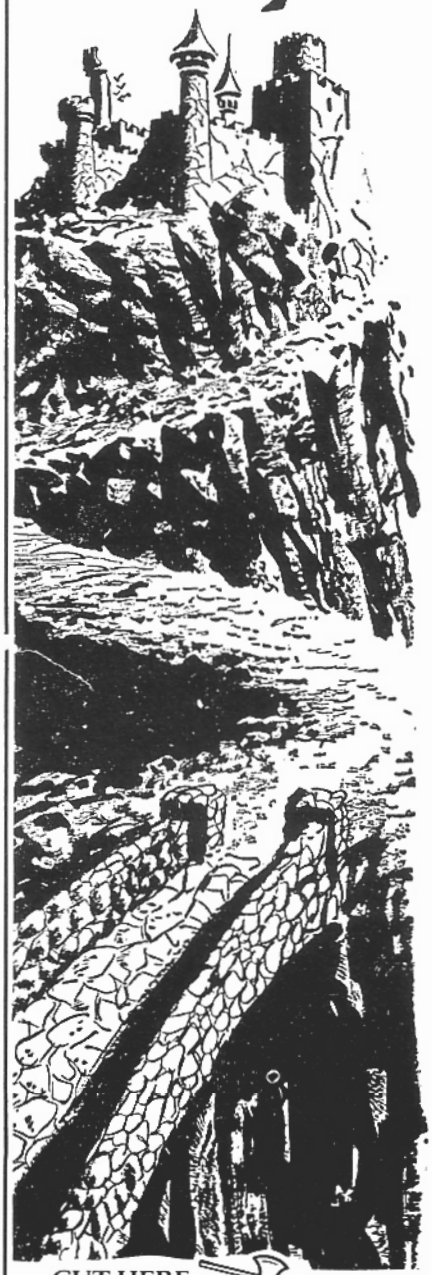

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EDITOR: Ian Livingstone
STAFF EDITORS: Albie Fiore, Jamie Thomson, Bob McWilliams
CONTRIBUTING EDITORS: Lewis Pulsipher, Andy Slack, Oliver Dickinson, Roger E Moore
PRODUCTION EDITOR: Albie Fiore
PRODUCTION ASSISTANT: Mary Common
PRODUCTION ARTIST: Liz Lindars
COVER: Alan Howcroft
('The Waydreland Mermaid' – a scene from his story 'Lady Icicle')
ILLUSTRATION: Russ Nicholson, Emmanuel, Bob McWilliams, Mary Common
PHOTOGRAPHY: Liz Lindars
TYPESETTING: Mary Common
ADVERTISING MANAGER: Clive Bailey
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All correspondence should be addressed to *White Dwarf*, 27/29 Sunbeam Road, London NW10 6JP.

This issue celebrates our fifth birthday, and I would like to thank all readers and contributors who have made it possible. As part of our celebrations we are having *White Dwarf* T-shirts printed and the first 10 readers to send in the completed *Feedback* column on page 31 will receive one absolutely free (please state size required). In a never-ending quest to make *White Dwarf* even better (how?), a *Feedback* column will be printed every issue to enable readers to criticise the previous issue and make suggestions for future issues.

And watch next issue for details of the monthly *White Dwarf*!

Ian Livingstone

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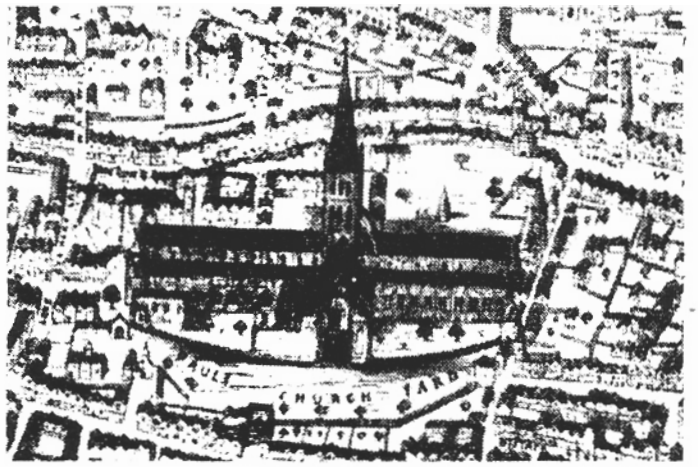
The Town Planner

by Paul Vernon



PART I: DESIGNING AND RUNNING VILLAGES

This new series is a follow-up to Designing a Quasi-Medieval Society for D&D.

First, to illustrate the kind of village that this article will be dealing with, a comparison between two villages that have already appeared in *White Dwarf*. Cahli (*WD18*), although briefly sketched, was in many ways superior to most current, commercially produced villages because it had a *reason* for being there – sited by the only safe river crossing (a convenient source of water) with a plentiful supply of timber easily transportable by road or river, and its social system – a free peasant democracy – though only hinted at, left its mark upon the village plan and its buildings. From the outline given, it would have been a simple matter to key the village completely. Finally, mystery was supplied by the newly constructed stone buildings, the marauding 'Night Things', and the continued absence of Tizun Thane. Greywood (*WD22*), on the other hand, was centred on the inn, smithy and grocer's which supplied *all* the items listed in the *Players' Handbook* even though the villagers would have no use for half of them. No indication was given as to how the villagers gleaned a living – their sole purpose seems to have been gossiping at the inn or well, but telling strangers nothing, and wandering in the woods to be encountered by adventurers! In fairness to Greywood, it was part of a competition dungeon and was not meant for continued residence, but nevertheless it provides a good example of how *not* to design a village.

The way to design a *boring* village is to draw the map, place the adventurers' suppliers, and then randomly fill out the rest. Interesting villages demand some planning beforehand.

Village Background, Siting and Social Setting

Primarily, the villagers must have *some* way of earning a living, depending on the type of area, or the village just wouldn't exist.

The mainstay of most villages would be agriculture of some kind. There was very little specialisation in medieval agriculture, and villages made use of any available land to fulfil as many of their needs as possible. Roads were bad – horses and riders were drowned in some pot-holes – and transport was expensive. Livestock for meat, eggs, hides and wool would also be found on arable land. Regions with no arable land, however, would be solely dependent on stock-raising and would have to trade for corn, etc.

Other possible sources of livelihood could be quarries, mines (anything from salt to platinum), fishing, forestry, or strategic siting (trade route junctions, river crossings, mountain passes, etc.). Villages could have more than one economic base, but *never* less.

The site would have as many necessary resources as possible within easy reach. Of prime importance would be a reliable source of fresh water – a spring, stream, lake or well. Other considerations – in order of decreasing importance – would be access to ploughland, pasture, woodland for fuel and building materials, and a flat, well-drained location.

A 'typical', English, medieval village would be surrounded by a few fields and meadows for growing crops and hay respectively. Beyond these would be common pasture fringed by the 'waste' (forest and woodland) where wood could be gathered, game hunted (whether legally or not) and animals grazed at certain times of the year. Also in the waste would be some 'assarts' – clearings farmed in addition to the common fields.

Once a village's livelihood has been decided, the next problem is how it came to be there and why it was founded. With villages not solely dependent on agriculture, this is self-evident – the mine, quarry, river crossing or whatever was discovered and people began to use it. Agricultural villages occurred mainly because peasants and serfs farmed scattered strips of land in the common fields, and the village at the centre was the most convenient place to live. In more troubled areas, of course, the people would tend to live behind the village rampart for protection.

The reasons behind the foundation of an agricultural village also depend on the social system existing in the village itself. Are the villagers slaves/serfs/labourers under some lord, or free peasants? If the latter, do they rent the land from an overlord, or hold it in their own right? Is the social system feudal, tribal or a kind of free peasant democracy? Whatever it is, where did the villagers (or their ancestors) come from and why? Were they led into the wilderness by some daring war-leader as a result of population pressure, religious persecution, or a disaster of some kind? Were they encouraged to migrate by the generous terms offered or coercion applied by a lord who had already pacified the area?

Whatever the reason, the background of the village and its inhabitants will play a large part in determining the buildings found there and the lay-out and organisation of the village.

Monsters and Villages

The areas where villagers work and the access routes should be relatively safe or else the village would not be able to function, unless, of course, this is why the adventurers have been called in. In the 'typical' village outlined, all non-NPC monsters would occur in the waste and may or may not be known about in the village. Obviously, those that are known will be avoided by the villagers and the places they have been seen in given a wide berth. Generally it is better if all the monsters in the area are specifically placed in a lair. After their lairs are marked on the map, a larger area should be designated as the monster's hunting range. A percentage chance for meeting the monster is given for each turn spent or hex entered in the hunting range. The hunting range should not usually include areas frequented by villagers, though occasionally monsters could make inroads into these. In such cases, the monsters should not be too strong to be overcome by a communal effort on the part of the villagers.

Village Features

The main features of a village will be determined by its location, background and social setting. (You wouldn't expect to find a mill in an area where no corn was grown, for example.) In all cases, the main features should be placed first and the rest of the village built around them, even if this did not occur in the history of the village itself. The following list of features is not exhaustive but

will give some indication of possibilities. Obviously it would be unlikely for them all to be found in the same village.

The village green is common to many villages. It may have been planned as a central enclosure in which villagers could protect cattle from raiders, but the majority were introduced into existing villages. Whatever its origin, it is a useful space for trading, dancing, archery practice, and boisterous celebrations.

Less common is the village pond. This could be the village's water source and/or used for keeping fish. Some medieval villages had both a main pond and a series of smaller ones for breeding purposes or for keeping the different species separate.

In feudal societies the moated manor house would feature in most villages unless they were one of several on the same manor, in which case the manor would be in only one of them, though some villages were split between two or more manors. Even in non-feudal societies, a communal moathouse or stockade might be present for use in times of need.

If there is a manor, several other features might also be present. The lord's dovecote was, after the manor house itself, probably the most unpopular building in the village. Only the lord could keep doves, and though they were a valuable source of meat for his table, and manure for his fields, they were fed at the villagers' expense from their crops. The dovecote had a steep, sloping roof, and many openings set high in the walls to keep out vermin.

Also unpopular was the village pound, where animals found straying in the fields were held until their owners paid a fine to the lord for their return.

Other possible sources of lordly revenue were the village mill, bakehouse, and wine or cider press where appropriate. These began their existence in the hands of the lord, and villagers were required to use them whether they wanted to or not. They paid heavily for these services (the miller would take as payment, on average, one sixteenth of the total grain sent to him) and were fined if caught using alternative means. Later, it became more common for these to be leased by the lord to others, though the strictures as to their use remained in force.

Mills were not only used for grinding corn. In mining areas, they were sometimes used to beat out the ore body, for fulling (wool beating) in wool producing areas, or in irrigation to transfer water from one level to another.

Some villages might boast a guildhall (market, exhibition and conference hall) if a thriving cottage industry were present with its guild. Alternatively, there could be a moot or meeting hall.

Alehouses, surprisingly, were not that common in medieval English villages, most of which usually made do with two or three ale-wives instead. Some licence can be taken here — if the village is on a trade route, one or two inns for travellers may be provided.

A village might also possess a pillory and/or stocks, whipping post and lock-up to punish lawbreakers or restrain them until a court could be convened and judgement passed. Finally, if it were astride a trade route or river crossing, a village could have a toll-house, the proceeds going to its governing body.

Churches and temples are omitted because religion is such a fluid factor in *D&D* that all DMs handle it their own way. A religious edifice of some kind would feature in most villages though.

The Village Population

Working from proportions derived from the Domesday Book, our 'typical' feudal village would comprise the lord, 10 — 11 villeins, 8 — 9 cottars, 3 — 4 free tenants, and 2 — 3 slaves plus dependants.

Villeins held up to 30 acres of land from the lord, together with ploughs, carts and oxen. In return, a yearly rent was paid and a number of services rendered to the lord, such as working on his domain for a certain number of days per week. The villein's land was equally divided between all the common fields, as was sometimes the lord's domain, though this was usually a separate area.

Cottars, crofters and 'pytel holders' also held land from the lord, but only about 2 — 5 acres, but they rendered fewer services in return. Cottars would often labour for payment on the villeins' or lord's land as well as their own. They might also double as the village carpenter, bee-keeper, shepherd, turner, smith, potter, swineherd, cowherd or even gooseherd. They could also work as weaver's or miller's assistants. Not being free, however, much of their industry would go to their lords. In addition to their own and the lord's, the village herdsman would tend the other villagers' animals in return for payment of some kind.

The free tenants would rent land from the lord but owe few, if any, services. They could also perform any of the above functions, probably those demanding the highest degree of skill.

The slaves were a carry-over from Anglo-Saxon times. They disappeared quite quickly, becoming villeins or cottars.

The villagers would fulfil as many of their own personal needs as possible, so there would not be a plethora of tradesmen and shopkeepers in a village. The villager could usually provide his own food and would only need trade for necessities such as salt, metal, and pitch. Similarly, the villager could make cloth and simple utensils in his own home and tan hides in the garden. Those skills that a village lacked would be supplied by itinerant craftsmen.

The only necessary craftsmen are the smith and wheelwright who could also supervise house-building, do general carpentry work, and even double as coffin-maker and undertaker. Even these two would be itinerant workers if the village were not large enough to support their own. Other itinerant tradesmen (who could also be resident if the village were large enough) could be joiners, cobblers, tailors, clogmakers or thatchers.

The lord of the manor would have servants in various capacities around the village. These could either be members of his household or resident in the village.

If the lord were an important noble, holding a number of manors but having little time to see to them all, he would appoint a steward who would visit the manors occasionally, formulating and implementing agricultural policy, convening the manor court in the lord's absence, making sure that services due were being rendered, generally ensuring that the lord was getting (and keeping) all that was due, and hearing the reeve's annual accounts.

As a go-between for the steward (or lord if he had too few manors to warrant a steward) was the bailiff. He was usually an outsider to the village, though more frequently seen than the steward, having only 1-3 villages to oversee. He would report to the steward on his visits and implement the steward's directives. If a lord's holdings were small and/or he was interested in the running▶

of the estate, he might perform the bailiff's duties himself.

The village reeve was usually a serf with a large land holding, receiving the post either by order of the lord or by election. The post was generally held on a yearly basis, though a satisfactory reeve could be returned for further terms. Although the reeve enjoyed certain benefits, such as reduced rents and food allowances (especially during busy periods in the agricultural year, such as the harvest, when he ate at the lord's table), the position was not popular. The reeve was a kind of village foreman whose job was to safeguard the lord's interests. He was held personally responsible for all that was due to the lord, and any shortfalls in his yearly accounts had to be made good from his own pocket.

Being one of the villagers, the reeve would have a better idea as to the best utilisation of the land and the whereabouts of any shirking their duties than the bailiff. Since the duties of each overlap to a certain extent, it would have been wasteful to have both a full-time bailiff and a reeve in the same village, even though the lack of a bailiff would mean that the reeve would occasionally have to leave the village on the lord's business.

Other village officials were the messor or hayward, who was in charge of sowing and reaping and had to ensure that there was no unauthorised use of the lord's land; the woodward, who kept a keen eye on the waste to ensure that no-one took wood, cleared assarts, or hunted without lordly sanction; and finally, the beadle or constable who was the village policeman and who placed any straying animals in the pound, took charge of the lock-up (if there was one), took pledges, rents and fines, levied distresses, and brought people before the manor court. One man frequently held more than one of these offices.

Any adventurer NPCs should be carefully placed and have a good reason for being in such a backwater! Perhaps they originated from the village and, having had some success, returned to become a respected member of it; they might have been invited to the village by the lord to perform some service; or they could be on the same quest as the players or on a quest of their own.

Villages have always been more interested in the doings of villagers than outside events and those in campaigns should be no exception. Gossip should be rife, some true and some false, and there will always be *someone* to tell it to strangers even if they aren't accepted by the village as a whole. Also there will be considerable rumour and gossip about the strangers themselves.

Since most of the gossip would concern social relationships, the village will be more interesting if these are briefly outlined, instead of being static, aimless and boring. The social system will determine many of these relationships. Others can be formed by villagers saving, or thought to have taken, other villagers' lives; having done others a good/bad turn in times of need; closely following or blatantly ignoring village custom or the law, etc. There could be some more-or-less long standing wrangles between certain villagers, about land, chattels, sons, daughters, wives, and so on, into which visitors might find themselves drawn. There would also be rivalries and grumbling about unpopular officials.

The buildings would be made from the most convenient building materials, unless there is a specific reason for them not to be. Wood would be most common, though poorer villages would make do with wattle and daub. Where suitable stone was available, this might be used, though the only two stone buildings in our typical village would be the manor house and the church. Where there is no suitable timber or stone, layers of mud and straw (cob) might be used instead.

Roofing would usually be thatch, less common alternatives being shingles, tiles or roofing stone of some kind.

The houses would generally be small, single storey affairs rarely built adjacent to each other. Most would be set in a small plot of land used for growing vegetables and keeping domestic animals.

Village Events and the Village Year

Several periodic and unique events should be worked into the village fabric to help breathe life into the place. Regular events could be a weekly or monthly market, and a fair once or twice a year. At the former would be found various traders selling goods to the villagers and/or buying goods from them. Fairs would be on a larger scale, having a greater variety of traders plus entertainers and contests and would attract people from further afield. Traders, itinerant craftsmen and entertainers could visit the village at times other than the fair and market days, and if the village were the centre of a cottage industry, such as lace-making, traders or employers connected with this would also be regular visitors.

Other events could be services and festivals connected either with religion or the secular life of the village — harvest festivals and the training of the militia, etc. Rarer occurences could be unforeseen, such as outbreaks of disease, fires, storms, and floods.

There would also be everyday events such as births, betrothals, marriages and deaths with their associated rites and festivities.

Between village events, rather than wandering through woods and gossiping at the inn, the villagers would be occupied with other activities depending on the time of year.

In our 'typical' village, January and the end of the winter would find the villagers spreading manure and marl to ready the fields.

In early spring, one of the fields would be ploughed, harrowed and then sown with spring corn (oats or barley), or peas and beans. After the seed had been harrowed, time would be spent on drainage, ditch digging and tending hedges and enclosures until the fallow field was ploughed in April.

June would see the reaping of meadows and haymaking, and when this was done, the fallow would be ploughed once more.

From then until the harvest, hemp and flax would be gathered, dried and spun, and thistles weeded out from the fields.

In August, the harvest would begin. When that was over, the animals would be grazed on the common fields before the majority of them were slaughtered and salted down for the winter. Apart from the October ploughing and sowing of the winter wheat, most tasks would now be concerned with preparations for the cold months ahead. Nuts and fruit would be gathered, along with wood, turves, and peat for winter fuel. Sedge would be cut for thatch, bracken as bedding for cattle, and stubble for bedding, thatch or fodder. When the weather was bad, corn would be threshed with flails, and then winnowing would commence.

Over Christmas, which was a holiday anyway, the weather would be bad and work in the fields at a standstill. There would be many household tasks to be done, however, such as making and repairing utensils, before the January muck-spreading began again.

Village Encounters

Most village encounters are one of four categories:

The first type are those purposely initiated by the DM as part of the plot or counterplot around the village or dungeon. These are fairly easy to handle as the DM knows the situation exactly.

The second type, where players initiate encounters out of curiosity, are also easily handled. If they ask at a house, the occupants should already be known, while if they ask outside, given the location, day and time of year, it is fairly easy to say who would be most likely to be there to answer their questions.

The third type, where NPCs randomly initiate an encounter with the players, is more difficult. The best way of handling these is to make out a table of reasons why NPCs might want to talk to players. Some examples are: idle curiosity; asking the whereabouts of a person/place/animal/thing; mistaken identity; asking for help with something (possibly with payment offered); making a proposition of some kind; accusing (rightfully or wrongfully) the players of wrongdoing; and so on. Once the reason is determined, it must be decided whether the NPC(s) involved is a local or a stranger to the village. If the latter, a table of possible visitors must be consulted, whilst for villagers, it is easy to randomly select houses and occupants if the village is keyed numerically.

The final type of encounters are those where players observe something and may or may not choose to become involved. These may be connected with one of the possible village events detailed above or a table of random events could be consulted. This would contain a list of things which could happen from time to time, such as broken wagons, escaped domestic animals, thefts, arguments, fights, inert bodies, overheard conversations and so on.

It is always better for encounter details to be worked out before play begins as this both saves time and leaves players in some doubt as to exactly what type of encounter they are about to become involved in.

Next Issue: Designing Towns and Cities ■

THE MAD DWARF

A T&T Solitaire Mini-Adventure by Ken St Andre

Introduction. This is an adventure for a first to third level character with less than 100 combat adds, intended for use with *Tunnels & Trolls*. Only humans, elves, dwarves, and hobbits are allowable kindred types. You are warned not to bring magical weapons, armour, or other artifacts with you if they do anything but enhance attributes. You may use wizardly characters, but you will gain no advantage from doing so in this adventure. You will need pencil, paper, dice, and the *T&T* rules. You may also need *Buffalo Castle* and the *Arena of Khazan* solitaire adventures. Each time you make a decision you will be told which page and paragraph to go to (eg if you cut the rope, go to **18C**. This means go to page 18 and read paragraph C). Read only the paragraph indicated, otherwise you will spoil the enjoyment of the scenario. When you are ready to play, go to paragraph A, below.

A The howling of the dire wolves is getting louder as the beasts get bolder and closer. Monstrous gray shapes flit through the hard-falling snow at the edge of your vision. Soon they will attack. Your feet are numb from plodding through the drifts and your hands are so cold that you can't feel the fingers. The treasure in your backpack is a cold and heavy lump dragging you down to doom. Suddenly a building looms up out of the storm. It is low and strangely built, but soot-coloured smoke rising from the chimney shows there is a fire inside. If you wish to approach it and possibly enter, go to **14A**. If you wish to ignore it and continue your journey, go to **17C**.

B The mad dwarf staggers through the curtain and you soon hear him pounding on a gong. As the brazen echoes die away you hear a new sound, high dwarvish voices singing 'La la la' and the tinkling of bells. Through the curtain come three female dwarves wearing nothing but some filmy veils, a few strategically placed golden bells, and broad, gap-toothed smiles. There's a blond and two gray-heads. Only one of them has a beard. In the next hour you are treated to a display of erotic dwarven dancing such as few have ever known. These little cuties will haunt your dreams for many a year to come. After a while of this, you slip into a trance and don't really notice when they vanish. Your host gets up and grabs you by the shoulder. 'Time for bed, my friend,' he laughs. Seeing the dancing girls is worth 300 adventure points. Now the dwarf drags you toward the curtain. As you walk you begin to come back to your senses. Go to **28A**.

C In the morning the dwarf comes in and finds you still alive, but in no condition to fight. He's amazed and impressed. He offers you a choice of evils. You can have a quick death, or he can have you healed and made into a dwarf. If you choose death, it's *The End*. If you choose dwarfdom, he and his three concubines take you down through the trapdoor, through many miles of tunnels, and finally give you into the keeping of a great dwarven wizard, telling him of your valiant refusal to die. The wizard puts you to sleep and works great spells over you. When you awaken, you feel much better. Double your current Strength and Constitution ratings. Reduce your height and Charisma by half. The wizard and the inn keeper confiscate the 2000 gold pieces worth of treasure that you were carrying as payment for their services, but ultimately they release you back into the upper world in a place where you can do them no harm – the entrance to *Buffalo Castle*. Take 1000 adventure points and do what you like. *The End*.

The Mad Dwarf *is copyright Ken St Andre, 1982.*

An alternative to *Basic Traveller*, for generating characters from the Navy and Marines.

by John Conquest

PRIOR SERVICE

The prior service rules in basic *Traveller* have always struck me as inadequate and unconvincing. They produce, at best, middle-aged characters, without generating the kind of highly trained specialist who's already typical of armed forces and will be completely dominant in a *Traveller* epoch. Here are some suggestions for remedying this.

First, abandon the draft and some of the service options. In practice virtually all draftees should go to the Army, and being a ground-hog grunt isn't much of a background for a *Traveller*. The common lot of soldiers, popular history, fiction and films notwithstanding, has been, is and will be backwater garrison duty, with not much chance of going anywhere or learning anything but square-bashing. The Scouts should recruit from the Navy. The Merchant Marine might take on ex-servicemen, but they wouldn't train anybody but family. (Other is still being developed, probably in the direction of Elite convict units.)

That leaves, for the time being, the Navy and Marines. Assuming the Marines to be on the lines of *Starship Troopers*, both services will require at least average intelligence in recruits, so the Intelligence throw should be 6+1d6. The first step is to test (2d6) all characters for Spatial Co-ordination. High scores (8-12) go to the Navy, low (2-7) to the Marines.

Basic Training. All recruits receive Basic Training. The Navy's is Vacc Suit-1, Cutlass-1 and Free Fall-1 (the ability to function in zero gravity). The Marine's is Battle Dress-1, Automatic Rifle-1 and Survival-1 (the ability to live off the land). Recruits also get increments to characteristics; Navy get +1 Dexterity and/or Education, Marines +1 Strength and/or Endurance, depending on how generous the ref is.

Aptitude Tests. During Basic, recruits are tested for possible officer or non-com specialist training. Throw 2d6 against each category; high scores (10-12) qualify for officer training, medium (7-9) for specialist training.

Navy		Marines	
Officer	*Specialist*	*Officer*	*Specialist*
Pilot	Helmsman	Command	Platoon
Navigation	Bosun	Tactics	Platoon
Fire Control	Gunner	Mechanical	Technician
Technical	Technician	Electronics	Technician
Medical	Orderly	Medical	Orderly
Communications	Signalman	Communications	Radioman
Computer	Computerman	Computer	Computerman
Administration	Purser	Administration	Clerk

Though Intelligence and Education need have no direct bearing on Aptitude, referees can apply DMs if they wish.

Throw again to distinguish between Navy Technical Aptitudes, for Mechanical, Electronics and Engineering. High score counts as speciality, any other scores over 3 count as Aptitudes. Record all high and medium scores. The referee should interpret the results creatively. For instance, medium scores in both Pilot and Navigation might qualify a character for the Scouts, medium scores in several categories might indicate suitability for general officer/NCO duties, and so on. Basically, characters should be assigned for training in their strongest Aptitude, unless an element of bureaucratic ineptitude is introduced. Scores should be kept as characters will qualify for subsidiary training and, in any case, will remain a measure of ability to pick up new disciplines.

A character who gets low scores all round is assigned to a unit as a non-specialist ranker. Specialists are assigned to units with a 0 grade in their speciality. Officers are assigned as Ensigns or Lieutenants with a 1 grade in their speciality.

Service. Characters continue to receive training. Options for skills gained are:

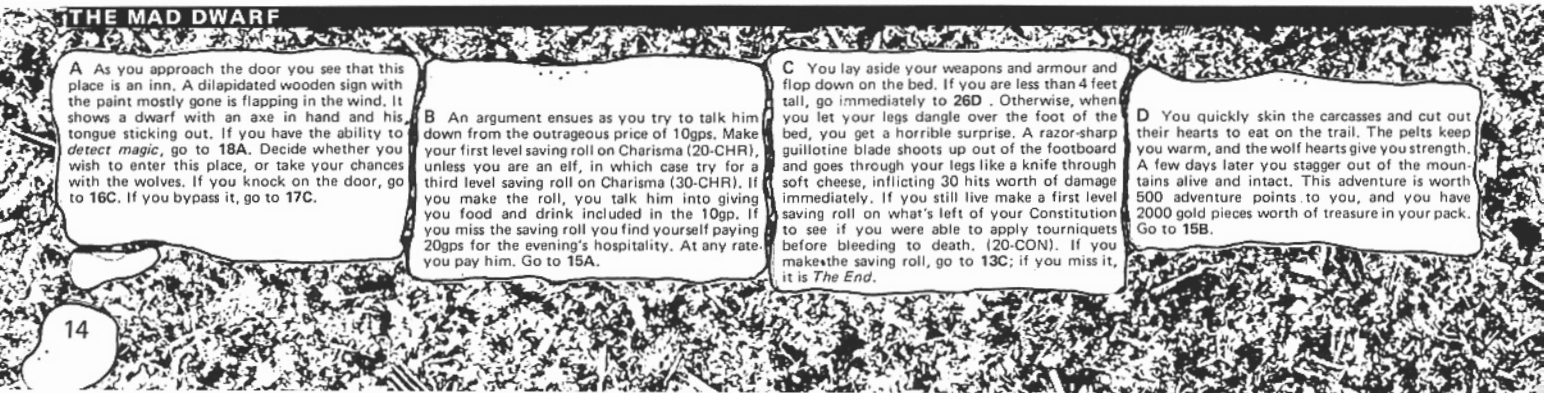
Navy		
Rankers	*Specialists*	*Officers*
Weapons	Speciality	Speciality
Vacc Suit	Aptitudes (if any)	Aptitudes (if any)
Ships Boat	Weapons	Weapons
Free Fall	Vacc Suit	Free Fall
Shipboard	Ships Boat	Shipboard
	Free Fall	
	Shipboard	

Marines		
Rankers	*Specialists*	*Officers*
Weapons	Speciality	Speciality
Battle Dress	Aptitudes (if any)	Aptitudes (if any)
Vehicles	Weapons	Weapons
Air Raft	Battle Dress	Battle Dress
Survival	Vehicles	Survival
	Air Raft	
	Survival	

Notes: Shipboard (general working knowledge of basic ship functions) is available to general duty officers. Survival is available to Command and Tactics officers only. Characters can improve 1 grade in two different categories per term, of which, in the first term, one must be their speciality (if any). Referees can decide on cut-off points in subsequent terms.

Weapons. Armed forces have standard issue weapons and don't provide training in exotica. *Traveller* seems obsessed with weaponry that is, or will be, obsolete and incredibly dangerous to use on spacecraft. While in the services, training is only available in:

Navy	Marines
Unarmed	Unarmed
Unarmed/Free Fall	Blade
Cutlass	Automatic Rifle
Cutlass/Free Fall	Laser Carbine/Rifle
Shotgun	SMG (Specialists and NCOs only)
Electronic Whip	Automatic Pistol (officers only)



IN TRAVELLER

Referees can decide whether expense is no object and go for Laser Rifles or be penny-pinching and settle for Carbines. An Electronic Whip, like Stun Guns, is the kind of weapon people would use on spaceships.

Leisure Activities. Even on active service, characters won't be on duty all the time. Assuming they use their spare time creatively, they can add 1 to any characteristic, except Social Standing, per term. Alternatively they can take up gambling, learn languages or anything else that suggests itself.

Promotion. Promotion is invariably easier at the beginning, getting tougher as you climb upwards. Throw 1d6 per term. A lieutenant in the Marines would need a 2, 3, 4, 5, 6 to be promoted to Captain.

Navy		Promotion Throw
Other Ranks	*Officers*	
Crewman	Ensign	not applicable
Leading Crewman	Lieutenant	2, 3, 4, 5, 6
Petty Officer	Lt Commander	3, 4, 5, 6
Warrant Officer	Commander	4, 5, 6
	Captain	5, 6
	Admiral	6

Marines		Promotion Throw
Other Ranks	*Officers*	
Marine	Lieutenant	not applicable
Corporal	Captain	2, 3, 4, 5, 6
Sergeant	Force Cdr	3, 4, 5, 6
Master Sgt	Lt-Colonel	4, 5, 6
	Colonel	5, 6
	Brigadier	6

Re-enlistment and Mustering Out. Characters sign up, initially, for 5 years or the duration and re-enlist for 4 year stints. Under normal circumstances characters will leave the services no later than the end of their 5th term, having completed 21 years of service and reached age 39. They may, of course, be prevented by the galactic situation (see below).

At the end of each enlistment period, the referee should throw 1d6 to determine the galactic situation.

1. *Severe cutbacks in services.* Re-enlistment on throw of 5 or 6 only.
2. *Partial cutbacks in services.* Re-enlistment on throw of 4, 5 or 6.
3. *Situation normal.* Automatic re-enlistment if desired.
4. *Situation normal.* Automatic re-enlistment if desired.
5. *Partial mobilisation.* Muster out on throw of 5 or 6 only.
6. *Total war.* No mustering out.

In situations 5 and 6 each character throws 1d6 to see if he or she has been in combat. Referee assigns probabilities as desired. In situation 6 the probabilities should be high, but not 100%, as even total war isn't that total.

Combat Throw 2d6

2. Killed in action.
3. Dishonourably discharged for cowardice.
4. Discharged for incompetence.
5. Wounded and invalided out with pension and Service Medal.
6. Wounded but retained in service. Awarded Service Medal.
7. No effect.
8. Awarded Campaign Medal.
9. Awarded Service Medal.
10. Awarded Distinguished Service Medal.
11. Awarded Imperial Medal of Honour.
12. Awarded Imperial Cross.

Referees should determine nature of wounds and extent of cash bonuses for awards.

Mustering Out. All characters, unless discharged as above, receive a gratuity on leaving the service. Characters who have completed 5 terms also receive a pension, collectable in cash once a year from any A or B Class Starbase. Other ranks get Middle Passage automatically if they have completed 5 terms, otherwise they get Low or Middle at the referee's discretion. Officers get High Passage. Characters who have been decorated should qualify for membership of the Traveller's Aid Society.

Gratuities		Pension
Crewmen/Marines	2000Cr x terms served	2000Cr pa
Leading Crewmen/Corporals	2500Cr x terms served	2500Cr pa
Petty Officers/Sergeants	3000Cr x terms served	3000Cr pa
Warrant Officers/Master Sergeants	5000Cr x terms served	5000Cr pa
Ensigns/Lieutenants	4000Cr x terms served	4000Cr pa
Lieutenants/Captains	5000Cr x terms served	5000Cr pa
Lt Commanders/Force Cdrs	6000Cr x terms served	6000Cr pa
Commanders/Lt Colonels	7500Cr x terms served	7500Cr pa
Captains/Colonels	10000Cr x terms served	10000Cr pa
Admirals/Brigadiers	15000Cr x terms served	15000Cr pa

The hazard throw of the original rules has been omitted. Under normal circumstances the services would lose a tiny number of men and women in training and ordinary duties. It's ridiculous to spend time trying to build up a character to have him or her killed by a single unlucky dice throw before the game's even begun.

Hopefully, these rules produce more convincing and consistent characters and remedy several faults in the basic *Traveller* rules — no mention of Communications, Battle Dress training, proper Basic Training, logical Weapons training, possibilities for advancement for non-officers, the elimination of chance from the acquisition of skills, a proper gradation of gratuities and pensions. A possible flaw is that players may wish to keep characters in the services for a full 5 terms, if possible, with the result that characters will all tend to be in their late 30s or early 40s. A solution to this might be to tighten up the odds against re-enlistment, though the equivalent of redundancy payments should be used to offset this. ■

THE MAD DWARF

A He takes the money. 'Sit down, stranger. Do you want some stew? How about some booze? Tell me about yourself. What have you got in that backpack? Been dungeon delving, eh?' On and on he chatters in a voice like gravel scraping on glass. If you order some stew go to **18C**; if you just want some booze go to **19A**. If you refuse them both and ask to see your room, go to **28A**. If you just want to stand in front of the fire and get warm, go to **26E**.

B Greetings! This is the exit paragraph. I trust you enjoyed the hospitality of the *Mad Dwarf Inn*. Any character reading this paragraph is prohibited from going through this adventure again. Considering that you probably thrashed the place, you can understand why. However, feel free to take another character into the adventure in a week or so if you want. If this is the second or third time you are reading this paragraph, please make your decisions randomly on future forays.

C It doesn't matter what spells you threw. Make your third level saving roll on Luck (30-LK). If you make the roll, you succeeded in defeating or driving the wolves away. If you missed the roll, they killed you. If you have beaten the wolves, you must still walk out of these frozen mountains. Try to make a 10th level saving roll on Constitution (65-CON). If you made it, you were so tough that you walked to safety. You have 2000 gold pieces worth of treasure in the pack on your back and get 500 adventure points for the adventure, go to **15B**. If you missed the saving roll, you died of exposure and were eaten by wild beasts. *The End.*

D He snatched up an axe that was leaning against a wall. The weapon is worth 4 dice + 4 adds making a total of 4 dice + 34 adds for the dwarf. You also manage to get your best weapon out. Do regular *T&T* combat until one of you is dead. If you kill him, go to **25C**. If he kills you, it is *The End.*

FEDERATION SPACE

TASK FORCE GAMES £11.95

Federation Space is the operational sister game to *Starfleet Battles*. The map shows the area of space occupied by the Federation and its surrounding neighbours, the Kzinti, Klingons, Romulans, Tholians, Hydrans and the unfortunately named Gorns. Also included are the despicable Orion Pirates.

The rules are easy to comprehend but there are anomalies with the combat procedure – specifically what happens to a damaged ship which takes more damage. A special rule only allows six ships to stack together in a hex. This is to prevent a player making a single giant stack and rumbling around the board flaming all before him. However there is a side effect of all this. Six large ships stacked together cannot be overcome by massed small fry, as you can't mass them. Ships pair off in combat. If one side has ships 'left over' they can be used to double up on some unfortunate. Only two results are possible if a hit is scored, damaged or dead. Ship counters are backprinted with a weaker damaged side. It's good to see a Reaction Move rule. This allows a player to intercept a stack which is attempting to move behind his forces. Such a rule effectively enhances realism. There are some nice special rules; for example Federation Scouts have ECM ability and can add a die roll modifier in combat to all friendly ships in the same hex. This ability does tend to further weight combat against races like the Romulans who lack heavy warships.

Simple encounter rules are used to allow players to repair damaged equipment and rebuild destroyed ships. Economic points are obtained by controlling star systems. Fleet Repair Docks are vital here as they can repair ships very quickly at no cost. A wide variety of scenarios is available for two to eight players. A problem here is that the races are all of differing strengths. This is partly got around by suitable victory conditions and the large powers having their forces divided into fleets, and only certain fleets being available against certain powers. For example, the Klingons have seven fleets, but only three are available against the Federation. The other fleets are made available progressively if the tide turns against the Klingons, eg all fleets become available if Klingon is captured. Gamesmanship may dictate that you should not beat an opponent too badly, even if you can, as this would cause more fleets to be released against you – posssibly reversing events. Despite these balancing mechanisms the strategic initiative will always remain with the larger powers. When one considers that the Tholians only hold one star system against the Klingon's twelve or Federation's eighteen then, no matter how brilliantly the Tholian player plays, I doubt he's going to have a happy day.

Star Trek fans will be pleased to hear that the game can be used in conjunction with *Star Fleet Battles*. Ships are moved strategically on the *Federation Space* board but battles are resolved using the tactical game. One or two ships in *Federation Space* are not covered by *Star Fleet Battles* or the first expansion kit. However I understand this is to be rectified by the publication of a second expansion kit in 1982.

So to sum up; a reasonable buy for megalomaniacs who like to rule the universe, a good buy for *Star Trek* fans, and an essential buy for *Star Fleet Battles* enthusiasts.

Overall: 8 **John Lambshead**

ORDEAL BY ESHAAR
FASA £3.95
ACTION ABOARD
FASA £3.95
URAGYAD'N OF THE SEVEN PILLARS FASA £3.95
THE LEGEND OF THE SKY RAIDERS FASA £3.95

The first four *Traveller* adventures in what looks like being a prolific range from *FASA* covers a wide range of adventure situations. *FASA* use the standard *Traveller* format with some minor changes, as well as including a lot more illustrations than official *Traveller* adventures: these relate directly to the story and in many cases are shown to the players to illustrate a particular situation.

Three of these booklets (the exception

THE MAD DWARF

A You have a couple of drinks, and easily go to sleep. Make a first level saving roll on Luck (20-LK). If you miss the roll, go to **25A**. If you made it you wake up safely in the morning. The storm is over and you can continue on your way. A few days later you are safely back in Khazan. The adventure is worth 200 adventure points, and you have 2000 gold pieces worth of treasure in your pack. Go to **15B**.

B Roll 2 dice (doubles add and roll over) and add it to your Dexterity. Do the same for the dwarf who has a Dexterity of 17. The high total wins the game. You may quit at any time, but you can't play more than 3 games. If the dwarf loses, he will pay you with ill grace from a secret cabinet in the bar. When the games are over, he tells you it's time for bed and leads you out of the common room. Go to **28A**.

C The front door of the inn is barely five feet in height, and is built of heavy oak. It now slams open and before you stands a gnarled figure of a dwarf. His face is mostly hidden by a mass of curly gray beard. One beady red eye peers out of a jungle of dirty gray hair tumbling down from his pointed head over his sloping brows – the other is covered by a jewel-encrusted eye patch. His arms hang nearly to the floor and bulge with muscles, and there seems to be some sort of hump between his shoulders. 'Come in or hit the road!' he bellows in the Common Tongue. 'It's cold out here, and I think I hear wolves.' If you enter, go to **28B**; if you hit the road, go to **17C**, and if you decide to attack him spontaneously go to **19C**.

D Nothing happens. The dwarf doesn't come back. After a while you have to make a decision. If you decide to cautiously search the inn, go to **24C**. If you decide to stay where you are and try to get some sleep by the fire, go to **16A**. If you decide to flee back into the storm, go to **17C**.

being *Action Aboard*) take place in the Far Frontiers sector, beyond the Imperium. As far as I am aware, *FASA* have not introduced a mapping supplement for this sector, which makes getting to these locations a little difficult if your campaign is set in the official *GDW* 'universe'.

Ordeal by Eshaar pits the players against a combination of hostile Zhodani, mysterious aliens and a dangerous world environment against the background of the Fifth Frontier War. The mission is to discover and secure control of affas, a mineral compound vital to the war effort.

Action Aboard is the odd man out. It deals with background and potential situations aboard the *King Richard*, a 5000 ton luxury liner (the subject of a previous *FASA* release in their 15 mm deck plans range). Included are many character descriptions of some of the crew and passengers, together with a sort of shorthand of the *King Richard*'s decks as a pull-out sheet. It is just about possible to play the situations with the sheet, but *FASA* are hoping you will buy the 15 mm plans for more playability.

Uragyad'n of the Seven Pillars — T E Lawrence in space — involves the players in a struggle for control of a desert planet. Attempt to free the people from the iron grip of a cruel invader: Includes pull-out mapsheet and a great deal of background information and character description.

Legend of the Sky Raiders — Indiana Jones in space — leads the band of adventurers deep into the jungles and swamps of the planet Mirayn, on the track of archaeological remains. Also includes pull-out mapsheet, background and biographies.

I liked these adventures. Well produced and with plenty going on, the designers have provided referees with as much help as can be fitted in booklets of this size, gone into detail at points in the adventure where it's necessary and not filled out with 'chrome'. These comments apply particularly to the last two booklets — being so involved with *Traveller* on a day-to-day basis, it takes something above the average to get you interested, and these two certainly did that.

Novice ratings reflect my impressions of the ability of new referees to translate the information into actual playing sessions.

Overall:	Novice	Expert
Ordeal by Eshaar	6	7
Action Aboard	5	6
Uragyad'n of the Seven Pillars	8	8
Legend of the Sky Raiders	8	8

Bob McWilliams

THIEVES GUILD

I - £7.95; II - £4.95; III - £4.95; IV - £3.95
Gamelords Inc

FREE CITY OF HAVEN

Gamelords Inc £10.95

In most FRP campaigns, thieves act as scouts rather than as crooks, for lack of an appropriate adventuring milieu. The big city is where a thief can really excel, but most referees haven't the time to construct a big city, few city modules are available, and most of those that are were not made with thieves in mind.

An exception to this generalization is the work of *Gamelords Inc*, publisher of *Thieves Guild*. Each of their continuing series of *Thieves Guild* modules offer scenarios for a party consisting principally, if not entirely, of thieves. Descriptions are thorough, with numerous realistic and believable non-player characters with whom player characters can react in a variety of ways, sometimes over a long period of time. There are virtually no monsters in the scenarios and the city; humans and other humanoids provide as much opposition as any thief is likely to want. Players must use traditional thiefly skills — including stealth, savvy, and discretion — in order to survive. They cannot rely on hack-and-slash or on superior characteristics of their characters. In fact, the player thieves are expected to be people who would rather *not* kill, but will kill if there is no alternative. This is a refreshing change from typical FRP bloodlust.

The modules are written for *Gamelords'* own rules, which are not yet separately published. However, *Thieves Guild I* (and *II*) provide most of the information needed to allow referees to convert the module to their own system. Basically, *Gamelords'* game is a *D&D* variant with considerable expansion of the thiefly skills and rules for such details as tailing and eluding a tail. Although there are some magic-users in the scenarios, few guidelines for magic are provided. Levels, and especially treasure sizes, tend to get a little out of hand at times. I recommend reducing treasure sizes to *one tenth* for *AD&D*, even more for some other games.

There are now five numbered *Thieves Guild* (*TG*) modules, plus one 'Special'. The contents of the first four, briefly, are: *I* — *TG* rules, highway encounters, two shops to burgle; *II* — additional rules, tomb-robbing, highway; *III* — the Duke's Grand Ball and mansion, wizard's tower; *IV* — Thieves Guildhall, thief vs thief in a docks/seaside area.

City of Haven differs from the *TG* series insofar as it describes one third of a city of 80,000 people, complete with lists of street encounters and dozens of plot suggestions, a large map on slick paper, and eleven sub-maps. While *TG* modules average 50-60 pages, *Haven* is 126 pages of small print. There are few maps of individual buildings, and many buildings are unaccounted for, not surprisingly in a city of this size. The place is designed for hard-core role-players, fans of improvisational theatre who enjoy a long chat with an NPC as much as they enjoy a fight, because there'll be more talking than fighting in *Haven* if player characters intend to stay in one piece. To run *Haven* the referee should be experienced and patient.

Gamelords' products are not for everyone, but a boon to the minority of FRPers at whom they are aimed.

Overall:
TG I - 9; TG II - 7; TG III - 7; TG IV - 8
Haven - 9 **Lewis Pulsipher**

THE MAD DWARF

A The dwarf leads you out of the Common Room and down a hallway. At the end of it, he lifts a torch out of a torch holder and a small secret door swings open. 'It's in there!' he snarls. The doorway is barely 3 feet by 2 feet — a tight fit even for your host. If you wish to enter first, go to **27D**; if you tell him to go in and bring the treasure back out, go to **19B**.

B Each dwarf female gets 2 dice + 20 adds in combat. They have Constitutions of 18 each. If you kill all three of them, you will get 100 adventure points. Exploring below the trapdoor you find the harem. There are no more dwarves. You find assorted jewels and other treasure worth 3000 gold pieces. In the morning you collect all your loot and continue your journey. In a few days you reach Khazan. The adventure has been worth 1000 adventure points, and you have 5000 gold pieces worth of treasure. Go to **15B**.

C The tavern is quickly hidden from sight by the increased fury of the storm. As you stagger on down the mountain you lose track of time. Consciousness fades into a stupor of taking one step and then the next. Eventually you stagger and fall. At that moment the wolves attack. There are 2-7 of them (1d6+1). Each dire wolf has a monster rating of 80 (9 dice + 40 adds). They all attack at once. Do regular *T&T* combat to the death, but subtract 10 points from you combat total each combat round for the effects of frostbite and exhaustion. If you would normally use magic instead of weapons, write down the first three spells you intend to throw and go to **15C**. If you kill all the wolves, go to **26A**; if they kill you think about how warm and safe you could have been inside that inn you passed. *The End*.

D The stew tastes awful. Make your second level saving roll on Constitution (25-CON). If you miss it, you will become rather sick and lose 3 Strength and 3 Constitution points for the rest of this adventure. If you make the saving roll, the muck is actually good for you. Add 1 Strength and 1 Constitution point to you attributes permanently. Go back to **24C** and make another choice.

Dear *WD*,

In response to Andy Jarvis' request for a good interpretation of the one-minute melee round, here is the way I understand it.

If one may be allowed to quote the *DMG* for a moment, I notice that it states: 'During a one-minute melee round many attacks are made . . . One, or possibly several, have the chance to score damage.' And so on. So during the amorphous blob that forms one minute, a lot of combat is carried out, and at the end of that minute, the hits and damage are totalled up and marked off the hit points of both combatants. Crude, but it works, and well enough for the purposes of *D&D*. After all, it is the role-playing which is important in any FRP, not the details of who-does-what-to-whom-and-did-I-give-him-a-nose-bleed. Admittedly, one round is a little long – *RuneQuest* melee rounds last only twelve seconds – but then again, it is split up into segments, when shorter periods are needed. The blessing of the *D&D* melee system is that it is so very simple and quickly resolved, er, I'll take that last comment back – have you ever bothered to pit two 20th level fighters with ordinary longswords and plate armour against each other? It can take ages.

Finally, may I just say that it's good to read a bit of fiction in the magazine – may this greatly improve. Also, how about concentrating a little on different FRP systems, for example *Fantasy Trip*? Even a bit of *Top Secret*? Perhaps if people saw the game in action in *WD*, they might be tempted to buy it to see what it really is all about. Congratulations for putting in *Tunnels & Trolls*, by the way, I hope this is a regular feature.

M Quartermain, Sussex.

Dear *WD*,

I am writing to you about an argument that occured during a campaign. The argument was about a 2nd level fighter who killed a type III demon with psionics. His psionic ability was 206. When he said he was going to attack with psionics I laughed, but the demon had a psionic ability of 100 and what's more a type II demon has one more defence mode than a type III. He attacked with a Psychic Crush and I defended with a Mind Blank. But he then showed me the *PHB*. It said the only defence was a Thought Shield. I looked in the *DMG*. It gave a percentage chance of death on all defence modes but it also said on p78 that the only defence was a Thought Shield. We took it as no defence at all and looked at the *psionic attack upon defenceless psionic* table. The demon died and the player was victorious. Could you please tell me why.

Yours sincerely,

Gregory Coleman, Devon.

– *You've misread the rules, here. In the* DMG *and the* PHB *it says that the* user *of the Psychic Crush can only use a Thought Shield in defence. So, the Crush used against a Mind Blank would give only a 20% chance of killing the demon, remembering that the fighter's psionic attack would be 103, half of 206. No doubt the demon would then (if he survived) have used a Crush of its own which your 2nd level fighter could defend against only with a Thought Shield – if he knew how to use one!* –*Ed*

Dear *WD*,

I have a number of questions concerning *AD&D*. They are mainly to do with the spell *phantasmal force* and its derivatives.

1. If *phantasmal force* is used to recreate a *fireball* can material objects be damaged by it. As the DM, I claim that they are, since the spell has energy, and if no damage was caused the spell would not have reacted. The players say that the items should not be damaged as an unintelligent object cannot believe in an illusion. Who is right?
2. Can a *phantasmal force* be used to recreate any spell and if not what are the restrictions?
3. Can a *phantasmal force* be used to create an animate object, eg a storm giant, and if so can it be killed or dispelled.
4. Exactly how do you determine the hit points of a multi-class character; if you always average the hit dice they are cheated of hit points and how do you then deal with a 4th/3rd level?

Sincerely,

Nigel Cole, Herts.

– *The* phantasmal force *spell is a visual illusion (without audial illusion) of a spell, object or being and will only affect those who believe it. It cannot be a* fireball, *only appear as one, so it won't affect material objects. An illusion can only be created effectively if the object or spell has been seen or cast by the MU or illusionist, otherwise it'll be a very poor illusion indeed. Note also that it's only the physical effects of a spell that can be created, not the spell itself. Of course, the illusion of burnt objects could be created along with the fireball. You couldn't create an illusion of a lock spell, for instance.* Phantasmal force *can be used to depict a storm giant (remembering the above restrictions). The spell lasts until disbelieved or until it is struck, unless the caster makes it react appropriately, or until the caster ceases to concentrate on it, either by choice or by taking some kind of action like moving or being hit in combat.*

As to the determining of hit points the rules say that you throw the hit dice and divide by number of levels, ie a 1st level fighter/MU would throw 1d10 and 1d4 and divide the result by two. Say the same character is at 3rd level in both classes. He goes to 4th as a fighter, so he throws 1d10 and divides by two and adds the result, doing the same with 1d4 when he rises to fourth as an MU. –*Ed*

Dear *WD*,

I disagree with R J Leedham's letter about a computer department. You do not need to own a computer to play computer games – many schools and colleges have suitable computers, which in my experience are used for games more than anything else. In addition, there are many computer play-by-mail games (see *WD 19*) which are run through a central computer but may be played by anyone. I think that as *White Dwarf* tries to cover all areas of SF/F gaming, to leave out this growing area of gaming would be to ignore an important aspect of the hobby. I hope that *White Dwarf* does go ahead with the planned computer games department – it will provide a useful link between computers and SF/F gaming.

Yours sincerely,

Robert McMahon, Dorset.

THE MAD DWARF

A Your psychic senses note something strange about this building – it seems to be in the centre of a magical dead area – a place where no magic will function. *Note:* this means any magical weapons, artifacts, or armour that you have on your body will serve only as ordinary items of that type. Any spells you may attempt to cast in this area will have no effect. Attributes that are enhanced because you are wearing some magical item will revert to their original (lower) value. Attributes that have been permanently raised to a higher value by magic in the past will not be affected, however. Go back to **14A** and keep reading.

B He jumps clear and runs through a curtained doorway. You look around, noting that you are in a large Common Room with a low table, a roaring fire with a black iron cauldron in it, a bar well stocked with potables, and an obscene painting of some naked elf maidens on a wall. If you wish to follow him through the doorway go to **24B**. If you run back out into the storm go to **17C**. If you just wait to see what happens next go to **16D**.

C The stew is black and lumpy and has a foul smell. Nevertheless, you gag some down. It tastes a lot like anthracite. Make a second level saving roll on Constitution (25-CON). If you miss the saving roll you become sick and lose 3 Constitution and 3 Strength points for the duration of this adventure. If you make the saving roll, the stuff is actually nourishing you. Add 1 Strength and 1 Constitution point to your attributes permanently. Your host brings over a small cask of ale and two pewter mugs and slaps them down on the table. 'Hey, you wanna get drunk?' he asks. If you want to get drunk with him, go to **24D**; if you just want to go to bed now go to **28A**.

D Beating them all together is worth 300 adventure points. With all the time you need, you give the tavern another thorough search and find 3500 gold pieces worth of easily portable treasure. When you're done, you put the place to the torch. A few days later you reach Khazan. Take 1500 adventure points for the episode, and you have 5500 gold pieces worth of treasure. Go to **15B**.

Arms at the Ready

Combining the AD&D Combat Tables

by Lewis Pulsipher

The profusion of combat tables in *AD&D* is daunting if not confusing. The weapons table in the *Players Handbook* (p38) must be consulted as well as the combat matrices of the *Dungeon Masters Guide* (p74), taking into account the attacker's character class and level. But with a little effort one can combine all these tables into one generally applicable combat table. Everything needed can be typed on one page, and this speeds up combat considerably.

The idea is to devise a table which states the basic probability for each weapon type to attack each Armour Class from 0 to 10. Then the effects of character class and level are accounted for by a bonus to the attacker's die roll. (When the target has a very good Armour Class, requiring a 20 to hit according to the normal combat matrices, the system I am explaining may not work, but one can always return to the normal, slow means of combat resolution on these rare occasions.)

For example, the basic number a zero level human needs to hit is:

Armour Class	2	3	4	5	6	7	8	9	10
No needed to hit	19	18	17	16	15	14	13	12	11

When this basic human uses a longsword against a creature wearing armour, the following modifications to the die roll are required:

Armour Class	2	3	4	5	6	7	8	9	10
No needed to hit	-2	-1	0	0	0	0	0	+1	+2

This means that the zero level human needs the following to hit:

Armour Class	2	3	4	5	6	7	8	9	10
No needed to hit	21	19	17	16	15	14	13	11	9

(Note that a plus modification to the die roll becomes a minus modification to the number needed to hit – it is easier to hit.)

Once you have figured out similar scores for each weapon you have your basic combat table. I type these scores, plus other weapons information from page 37 of the *Players Handbook*, on one line on my table in the order: weapon's name, space required, damage vs man-size, damage vs larger than man size, AC 0 to 10, speed, length.

Now one must look at the combat matrices to determine modifications according to class and level. For example, a 3rd level fighter needs an 18 to hit AC0, and at each AC value from 0 to 10 he needs 3 less to hit than a zero level human needs. Therefore his bonus is +3. Bonuses for all classes and levels are shown in the following table:

TO HIT TABLE

		Level			Bonus
Fighter Paladin Ranger	*Cleric Monk Druid*	*Thief Assassin*	*Magic-User Illusionist*	*Monster (hit dice)*	
0		1-3	1-4	*	0
1-2	1-2	4-5	5-6	1-1	1
	3-4	6-7	7-9	1	2
3-4	5	8	10	1+	3
	6-7	9	11		4
5-6	8	10-11	12-14	2-3+	5
	9-10	12-13	15	4-5+	6
7-8	11	14-15	16		7
	12-13	16-17	17-19	6-7+	8
9-10	14	18-19	20	8-9+	9
	15-16	20	21+		10
11-12	17	21+		10-11+	11
	18+			12-13+	12
13-14+				14-15+	13

The numbers in the main part of the table are the levels. For example, a 3rd or 4th level fighter has a bonus of +3. An 8th level cleric has a bonus of +5. Find the class at the top, move down the page until you find the appropriate level, and look across to find the bonus. (Note: I have divided most classes into more graduations than are used in the *DMG* tables. If you prefer not to make this change you'll have to re-calculate the bonuses yourself.) When the adventurers meet a monster the DM, knowing the Armour Class, can state what basic number is needed to hit the monster with each kind of weapon the party is likely to use. The DM doesn't have to figure out what each player needs to hit, nor does he need to consult many tables.

Example: A 7th level thief attacks a temple guardsman in plate mail (AC3) with a sword. The basic number to hit is 18. His bonus is 2 with a -1 weapon to hit armour adjustment which means he needs a 17 to hit.

There follows a selection of weapon to hit tables, using this method. Weapon vs AC adjustments have been combined with level bonuses to give easy-to-use combat tables. Find the correct weapon table, then cross-reference the level and Armour Class to find the number needed to hit.

The DM can type up further weapon tables in this way.

Notes: 1. Remember, when the Armour Class derives from nature, not artificial armour, the basic hit probability is used without alteration by weapon type. (See *DMG*, p28, *Weapon Types, To Hit Adjustment Note*).

2. In the case of magic armour, the modification against AC must be taken first and then the bonus added to the number required to hit. For example, vs *+3 chainmail*, find what is needed to hit AC 5. Say it is 15. Then add the magical bonus, so an 18 is required to hit. The same procedure must be applied when taking into account dexterity AC adjustments.

3. When a monster attacks without weapons add the hit die bonus to the basic score needed to hit (up to 1-1 hit dice on the *DMG* combat table).

4. Those classes unable to use the weapons indicated have either been deleted or labelled 'Not Applicable'. (See over.) ▶

THE MAD DWARF

A He brings you the booze of your choice and charges another 5 gps. It is real rotgut stuff, but after a couple of mugs full, it begins to taste better. The dwarf has been sopping it up like a sponge, too. Now he focuses his one good eye squarely on your bellybutton (unless you're also a dwarf in which case he locks eyes with you), and asks if you want to play darts, see the dancing girls, or go to bed. If you want to play darts, go to **27A**; if you want to see the dancing girls go to **13B**; if you want to go to bed, go to **28A**.

B The dwarf crawls inside. Suddenly the trapdoor closes behind him, cutting you off from him. A few seconds later you hear his hollow laughter booming through the wall. You search all around, but nothing you can do will open the trapdoor again. In disgust you go back to the common room. Much to your amazement, the mad dwarf is waiting for you there. And is he mad! There's an axe in his hand and murder in his eye. Go to **15D** and fight to the finish.

C Your attack is so sudden that neither you nor the dwarf have time to draw a weapon. Do regular *T&T* combat. You get 1 die plus your combat adds; he gets 1 die + 30 combat adds. The dwarf has a Constitution of 36. If you kill him in one combat turn, go to **25C**; if he kills you it is *The End*. If you wound him but don't kill him, go to **26C**; if he wounds you go to **18B**. If you are both unhurt, you will be able to draw weapons for the second combat round. Take your best weapon – the dwarf will grab up an old wood-axe worth 4 dice + 4 adds. Now it is a fight to the death. If you kill him, go to **25C**; if he kills you, it's *The End*.

D When you enter the common room in the morning you find your host waiting with an axe in hand and 3 even smaller dwarves in chain mail wielding large knives. 'Gimmie the treasure in your pack,' he snarls, and I'll let ya live. Now!' If you throw him the treasure, go to **27B**; if you draw your weapon and attack, go to **26B**.

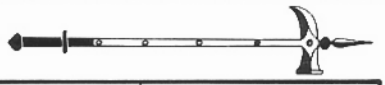
FOOTMAN'S MACE TO HIT TABLE

Level					Armour Class								
Fighter Paladin Ranger	*Cleric*	*Assassin*	*Magic-User Illusionist*	*Monster (hit dice)*	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*
0		1-3	Not Applicable	*	18	17	17	16	15	14	13	11	12
1-2	1-2	4-5		1-1	17	16	16	15	14	13	12	10	11
	3-4	6-7		1	16	15	15	14	13	12	11	9	10
3-4	5	8		1+	15	14	14	13	12	11	10	8	9
	6-7	9			14	13	13	12	11	10	9	7	8
5-6	8	10-11		2-3+	13	12	12	11	10	9	8	6	7
	9-10	12-13		4-5+	12	11	11	10	9	8	7	5	6
7-8	11	14-15			11	10	10	9	8	7	6	4	5
	12-13	16-17		6-7+	10	9	9	8	7	6	5	3	4
9-10	14	18-19		8-9+	9	8	8	7	6	5	4	2	3
	15-16	20			8	7	7	6	5	4	3	1	2
11-12	17	21+		10-11+	7	6	6	5	4	3	2	0	1
	18+			12-13+	6	5	5	4	3	2	1	-1	0
13-14+				14-15+	5	4	4	3	2	1	0	-2	-1

LONGBOW TO HIT TABLE

Level					Armour Class								
Fighter Paladin Ranger	*Cleric Monk Druid*	*Assassin*	*Magic-User Illusionist*	*Monster (hit dice)*	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*
0	Not Applicable	1-3	Not Applicable	*	20	18	17	15	13	11	10	9	8
1-2		4-5		1-1	19	17	16	14	12	10	9	8	7
		6-7		1	18	16	15	13	11	9	8	7	6
3-4		8		1+	17	15	14	12	10	8	7	6	5
		9			16	14	13	11	9	7	6	5	4
5-6		10-11		2-3+	15	13	12	10	8	6	5	4	3
		12-13		4-5+	14	12	11	9	7	5	4	3	2
7-8		14-15			13	11	10	8	6	4	3	2	1
		16-17		6-7+	12	10	9	7	5	3	2	1	0
9-10		18-19		8-9+	11	9	8	6	4	2	1	0	-1
		20			10	8	7	5	3	1	0	-1	-2
11-12		21+		10-11+	9	7	6	4	2	0	-1	-2	-3
				12-13+	8	6	5	3	1	-1	-2	-3	-4
13-14+				14-15+	7	5	4	2	0	-2	-3	-4	-5

HAMMER TO HIT TABLE



Level					Armour Class								
Fighter Paladin Ranger	*Cleric Druid*	*Assassin*	*Magic-User Illusionist*	*Monster (hit dice)*	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*
0		1-3	Not Applicable	*	19	17	17	15	15	14	13	12	11
1-2	1-2	4-5		1-1	18	16	16	14	14	13	12	11	10
	3-4	6-7		1	17	15	15	13	13	12	11	10	9
3-4	5	8		1+	16	14	14	12	12	11	10	9	8
	6-7	9			15	13	13	11	11	10	9	8	7
5-6	8	10-11		2-3+	14	12	12	10	10	9	8	7	6
	9-10	12-13		4-5+	13	11	11	9	9	8	7	6	5
7-8	11	14-15			12	10	10	8	8	7	6	5	4
	12-13	16-17		6-7+	11	9	9	7	7	6	5	4	3
9-10	14	18-19		8-9+	10	8	8	6	6	5	4	3	2
	15-16	20			9	7	7	5	5	4	3	2	1
11-12	17	21+		10-11+	8	6	6	4	4	3	2	1	0
	18+			12-13+	7	5	5	3	3	2	1	0	-1
13-14+				14-15+	6	4	4	2	2	1	0	-1	-2

SHORT BOW TO HIT TABLE

Level					Armour Class								
Fighter Paladin Ranger	*Cleric Monk Druid*	*Assassin*	*Magic-User Illusionist*	*Monster (hit dice)*	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*
0	Not Applicable	1-3	Not Applicable	*	24	22	18	16	15	13	11	10	9
1-2		4-5		1-1	23	21	17	15	14	12	10	9	8
		6-7		1	22	20	16	14	13	11	9	8	7
3-4		8		1+	21	19	15	13	12	10	8	7	6
		9			20	18	14	12	11	9	7	6	5
5-6		10-11		2-3+	19	17	13	11	10	8	6	5	4
		12-13		4-5+	18	16	12	10	9	7	5	4	3
7-8		14-15			17	15	11	9	8	6	4	3	2
		16-17		6-7+	16	14	10	8	7	5	3	2	1
9-10		18-19		8-9+	15	13	9	7	6	4	2	1	0
		20			14	12	8	6	5	3	1	0	-1
11-12		21+		10-11+	13	11	7	5	4	2	0	-1	-2
				12-13+	12	10	6	4	3	1	-1	-2	-3
13-14+				14-15+	11	9	5	3	2	0	-2	-3	-4

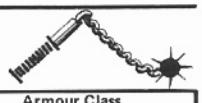
CLUB TO HIT TABLE

Level					Armour Class								
Fighter Paladin Ranger	*Cleric Monk Druid*	*Thief Assassin*	*Magic-User Illusionist*	*Monster (hit dice)*	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*
0		1-3	Not Applicable	*	24	22	20	18	16	15	13	12	10
1-2	1-2	4-5		1-1	23	21	19	17	15	14	12	11	9
	3-4	6-7		1	22	20	18	16	14	13	11	10	8
3-4	5	8		1+	21	19	17	15	13	12	10	9	7
	6-7	9			20	18	16	14	12	11	9	8	6
5-6	8	10-11		2-3+	19	17	15	13	11	10	8	7	5
	9-10	12-13		4-5+	18	16	14	12	10	9	7	6	4
7-8	11	14-15			17	15	13	11	9	8	6	5	3
	12-13	16-17		6-7+	16	14	12	10	8	7	5	4	2
9-10	14	18-19		8-9+	15	13	11	9	7	6	4	3	1
	15-16	20			14	12	10	8	6	5	3	2	0
11-12	17	21+		10-11+	13	11	9	7	5	4	2	1	-1
	18+			12-13+	12	10	8	6	4	3	1	0	-2
13-14+				14-15+	11	9	7	5	3	2	0	-1	-3

SPEAR (THROWN) TO HIT TABLE

Level					Armour Class								
Fighter Paladin Ranger	*Monk Druid*	*Assassin*	*Magic-User Illusionist*	*Monster (hit dice)*	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*
0		1-3	Not Applicable	*	22	21	19	18	16	14	13	12	11
1-2	1-2	4-5		1-1	21	20	18	17	15	13	12	11	10
	3-4	6-7		1	20	19	17	16	14	12	11	10	9
3-4	5	8		1+	19	18	16	15	13	11	10	9	8
	6-7	9			18	17	15	14	12	10	9	8	7
5-6	8	10-11		2-3+	17	16	14	13	11	9	8	7	6
	9-10	12-13		4-5+	16	15	13	12	10	8	7	6	5
7-8	11	14-15			15	14	12	11	9	7	6	5	4
	12-13	16-17		6-7+	14	13	11	10	8	6	5	4	3
9-10	14	18-19		8-9+	13	12	10	9	7	5	4	3	2
	15-16	20			12	11	9	8	6	4	3	2	1
11-12	17	21+		10-11+	11	10	8	7	5	3	2	1	0
	18+			12-13+	10	9	7	6	4	2	1	0	-1
13-14+				14-15+	9	8	6	5	3	1	0	-1	-2

MORNING STAR TO HIT TABLE



Level					Armour Class								
Fighter Paladin Ranger	*Cleric Monk Druid*	*Assassin*	*Magic-User Illusionist*	*Monster (hit dice)*	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*
0	Not Applicable	1-3	Not Applicable	*	19	17	16	15	14	13	12	10	9
1-2		4-5		1-1	18	16	15	14	13	12	11	9	8
		6-7		1	17	15	14	13	12	11	10	8	7
3-4		8		1+	16	14	13	12	11	10	9	7	6
		9			15	13	12	11	10	9	8	6	5
5-6		10-11		2-3+	14	12	11	10	9	8	7	5	4
		12-13		4-5+	13	11	10	9	8	7	6	4	3
7-8		14-15			12	10	9	8	7	6	5	3	2
		16-17		6-7+	11	9	8	7	6	5	4	2	1
9-10		18-19		8-9+	10	8	7	6	5	4	3	1	0
		20			9	7	6	5	4	3	2	0	-1
11-12		21+		10-11+	8	6	5	4	3	2	1	-1	-2
				12-13+	7	5	4	3	2	1	0	-2	-3
13-14+				14-15+	6	4	3	2	1	0	-1	-3	-4

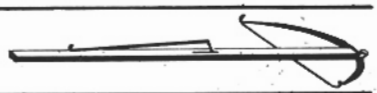
JAVELIN (THROWN) TO HIT TABLE

Level					Armour Class								
Fighter Paladin Ranger	*Monk*	*Assassin*	*Magic-User Illusionist*	*Monster (hit dice)*	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*
0		1-3	Not Applicable	*	24	22	20	18	16	14	12	12	10
1-2	1-2	4-5		1-1	23	21	19	17	15	13	11	11	9
	3-4	6-7		1	22	20	18	16	14	12	10	10	8
3-4	5	8		1+	21	19	17	15	13	11	9	9	7
	6-7	9			20	18	16	14	12	10	8	8	6
5-6	8	10-11		2-3+	19	17	15	13	11	9	7	7	5
	9-10	12-13		4-5+	18	16	14	12	10	8	6	6	4
7-8	11	14-15			17	15	13	11	9	7	5	5	3
	12-13	16-17		6-7+	16	14	12	10	8	6	4	4	2
9-10	14	18-19		8-9+	15	13	11	9	7	5	3	3	1
	15-16	20			14	12	10	8	6	4	2	2	0
11-12	17	21+		10-11+	13	11	9	7	5	3	1	1	-1
	18+			12-13+	12	10	8	6	4	2	0	0	-2
13-14+				14-15+	11	9	7	5	3	1	-1	-1	-3

FOOTMAN'S FLAIL TO HIT TABLE

Level					Armour Class								
Fighter Paladin Ranger	*Cleric*	*Assassin*	*Magic-User Illusionist*	*Monster (hit dice)*	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*
0		1-3	Not Applicable	*	17	16	16	14	14	13	12	11	12
1-2	1-2	4-5		1-1	16	15	15	13	13	12	11	10	11
	3-4	6-7		1	15	14	14	12	12	11	10	9	10
3-4	5	8		1+	14	13	13	11	11	10	9	8	9
	6-7	9			13	12	12	10	10	9	8	7	8
5-6	8	10-11		2-3+	12	11	11	9	9	8	7	6	7
	9-10	12-13		4-5+	11	10	10	8	8	7	6	5	6
7-8	11	14-15			10	9	9	7	7	6	5	4	5
	12-13	16-17		6-7+	9	8	8	6	6	5	4	3	4
9-10	14	18-19		8-9+	8	7	7	5	5	4	3	2	3
	15-16	20			7	6	6	4	4	3	2	1	2
11-12	17	21+		10-11+	6	5	5	3	3	2	1	0	1
	18+			12-13+	5	4	4	2	2	1	0	-1	0
13-14+				14-15+	4	3	3	1	1	0	-1	-2	-1

LIGHT CROSSBOW TO HIT TABLE



Level					Armour Class								
Fighter Paladin Ranger	*Monk*	*Assassin*	*Magic-User Illusionist*	*Monster (hit dice)*	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*
0		1-3	Not Applicable	*	21	19	17	16	14	12	10	9	8
1-2	1-2	4-5		1-1	20	18	16	15	13	11	9	8	7
	3-4	6-7		1	19	17	15	14	12	10	8	7	6
3-4	5	8		1+	18	16	14	13	11	9	7	6	5
	6-7	9			17	15	13	12	10	8	6	5	4
5-6	8	10-11		2-3+	16	14	12	11	9	7	5	4	3
	9-10	12-13		4-5+	15	13	11	10	8	6	4	3	2
7-8	11	14-15			14	12	10	9	7	5	3	2	1
	12-13	16-17		6-7+	13	11	9	8	6	4	2	1	0
9-10	14	18-19		8-9+	12	10	8	7	5	3	1	0	-1
	15-16	20			11	9	7	6	4	2	0	-1	-2
11-12	17	21+		10-11+	10	8	6	5	3	1	-1	-2	-3
	18+			12-13+	9	7	5	4	2	0	-2	-3	-4
13-14+				14-15+	8	6	4	3	1	-1	-3	-4	-5

LANCE (MEDIUM HORSE)
TO HIT TABLE

Level					Armour Class								
Fighter Paladin Ranger	Cleric Monk Druid	Assassin	Magic-User Illusionist	Monster (hit dice)	2	3	4	5	6	7	8	9	10
0	Not Applicable	1-3	Not Applicable	*	19	17	16	15	14	14	13	12	11
1-2		4-5		1-1	18	16	15	14	13	13	12	11	10
		6-7		1	17	15	14	13	12	12	11	10	9
3-4		8		1+	16	14	13	12	11	11	10	9	8
		9			15	13	12	11	10	10	9	8	7
5-6		10-11		2-3+	14	12	11	10	9	9	8	7	6
		12-13		4-5+	13	11	10	9	8	8	7	6	5
7-8		14-15			12	10	9	8	7	7	6	5	4
		16-17		6-7+	11	9	8	7	6	6	5	4	3
9-10		18-19		8-9+	10	8	7	6	5	5	4	3	2
		20			9	7	6	5	4	4	3	2	1
11-12		21+		10-11+	8	6	5	4	3	3	2	1	0
				12-13+	7	5	4	3	2	2	1	0	-1
13-14+				14-15+	6	4	3	2	1	1	0	-1	-2

HALBERD
TO HIT TABLE

Level					Armour Class								
Fighter Paladin Ranger	Monk	Assassin	Magic-User Illusionist	Monster (hit dice)	2	3	4	5	6	7	8	9	10
0		1-3	Not Applicable	*	18	17	16	14	13	12	12	11	11
1-2	1-2	4-5		1-1	17	16	15	13	12	11	11	10	10
	3-4	6-7		1	16	15	14	12	11	10	10	9	9
3-4	5	8		1+	15	14	13	11	10	9	9	8	8
	6-7	9			14	13	12	10	9	8	8	7	7
5-6	8	10-11		2-3+	13	12	11	9	8	7	7	6	6
	9-10	12-13		4-5+	12	11	10	8	7	6	6	5	5
7-8	11	14-15			11	10	9	7	6	5	5	4	4
	12-13	16-17		6-7+	10	9	8	6	5	4	4	3	3
9-10	14	18-19		8-9+	9	8	7	5	4	3	3	2	2
	15-16	20			8	7	6	4	3	2	2	1	1
11-12	17	21+		10-11+	7	6	5	3	2	1	1	0	0
	18+			12-13+	6	5	4	2	1	0	0	-1	-1
13-14+				14-15+	5	4	3	1	0	-1	-1	-2	-2

SPEAR
TO HIT TABLE

Level					Armour Class								
Fighter Paladin Ranger	Monk Druid	Assassin	Magic-User Illusionist	Monster (hit dice)	2	3	4	5	6	7	8	9	10
0		1-3	Not Applicable	*	21	19	18	17	15	14	13	12	11
1-2	1-2	4-5		1-1	20	18	17	16	14	13	12	11	10
	3-4	6-7		1	19	17	16	15	13	12	11	10	9
3-4	5	8		1+	18	16	15	14	12	11	10	9	8
	6-7	9			17	15	14	13	11	10	9	8	7
5-6	8	10-11		2-3+	16	14	13	12	10	9	8	7	6
	9-10	12-13		4-5+	15	13	12	11	9	8	7	6	5
7-8	11	14-15			14	12	11	10	8	7	6	5	4
	12-13	16-17		6-7+	13	11	10	9	7	6	5	4	3
9-10	14	18-19		8-9+	12	10	9	8	6	5	4	3	2
	15-16	20			11	9	8	7	5	4	3	2	1
11-12	17	21+		10-11+	10	8	7	6	4	3	2	1	0
	18+			12-13+	9	7	6	5	3	2	1	0	-1
13-14+				14-15+	8	6	5	4	2	1	0	-1	-2

QUARTER STAFF
TO HIT TABLE

Level					Armour Class								
Fighter Paladin Ranger	Cleric Monk Druid	Thief Assassin	Magic-User Illusionist	Monster (hit dice)	2	3	4	5	6	7	8	9	10
0		1-3	1-4	*	26	23	20	17	15	14	12	11	10
1-2	1-2	4-5	5-6	1-1	25	22	19	16	14	13	11	10	9
	3-4	6-7	7-9	1	24	21	18	15	13	12	10	9	8
3-4	5	8	10	1+	23	20	17	14	12	11	9	8	7
	6-7	9	11		22	19	16	13	11	10	8	7	6
5-6	8	10-11	12-14	2-3+	21	18	15	12	10	9	7	6	5
	9-10	12-13	15	4-5+	20	17	14	11	9	8	6	5	4
7-8	11	14-15	16		19	16	13	10	8	7	5	4	3
	12-13	16-17	17-19	6-7+	18	15	12	9	7	6	4	3	2
9-10	14	18-19	20	8-9+	17	14	11	8	6	5	3	2	1
	15-16	20	21+		16	13	10	7	5	4	2	1	0
11-12	17	21+		10-11+	15	12	9	6	4	3	1	0	-1
	18+			12-13+	14	11	8	5	3	2	0	-1	-2
13-14+				14-15+	13	10	7	4	2	1	-1	-2	-3

FIST OR OPEN HAND
TO HIT TABLE

Level					Armour Class								
Fighter Paladin Ranger	Cleric Monk Druid	Thief Assassin	Magic-User Illusionist	Monster (hit dice)	2	3	4	5	6	7	8	9	10
0		1-3	1-4	*	26	23	20	17	15	14	11	12	7
1-2	1-2	4-5	5-6	1-1	25	22	19	16	14	13	10	11	6
	3-4	6-7	7-9	1	24	21	18	15	13	12	9	10	5
3-4	5	8	10	1+	23	20	17	14	12	11	8	9	4
	6-7	9	11		22	19	16	13	11	10	7	8	3
5-6	8	10-11	12-14	2-3+	21	18	15	12	10	9	6	7	2
	9-10	12-13	15	4-5+	20	17	14	11	9	8	5	6	1
7-8	11	14-15	16		19	16	13	10	8	7	4	5	0
	12-13	16-17	17-19	6-7+	18	15	12	9	7	6	3	4	-1
9-10	14	18-19	20	8-9+	17	14	11	8	6	5	2	3	-2
	15-16	20	21+		16	13	10	7	5	4	1	2	-3
11-12	17	21+		10-11+	15	12	9	6	4	3	0	1	-4
	18+			12-13+	14	11	8	5	3	2	-1	0	-5
13-14+				14-15+	13	10	7	4	2	1	-2	-1	-6

TWO-HANDED SWORD
TO HIT TABLE

Level					Armour Class								
Fighter Paladin Ranger	Cleric Monk Druid	Assassin	Magic-User Illusionist	Monster (hit dice)	2	3	4	5	6	7	8	9	10
0	Not Applicable	1-3	Not Applicable	*	17	16	15	14	12	11	10	11	11
1-2		4-5		1-1	16	15	14	13	11	10	9	10	10
		6-7		1	15	14	13	12	10	9	8	9	9
3-4		8		1+	14	13	12	11	9	8	7	8	8
		9			13	12	11	10	8	7	6	7	7
5-6		10-11		2-3+	12	11	10	9	7	6	5	6	6
		12-13		4-5+	11	10	9	8	6	5	4	5	5
7-8		14-15			10	9	8	7	5	4	3	4	4
		16-17		6-7+	9	8	7	6	4	3	2	3	3
9-10		18-19		8-9+	8	7	6	5	3	2	1	2	2
		20			7	6	5	4	2	1	0	1	1
11-12		21+		10-11+	6	5	4	3	1	0	-1	0	0
				12-13+	5	4	3	2	0	-1	-2	-1	-1
13-14+				14-15+	4	3	2	1	-1	-2	-3	-2	-2

BASTARD SWORD
TO HIT TABLE

Level					Armour Class								
Fighter Paladin Ranger	Cleric Monk Druid	Assassin	Magic-User Illusionist	Monster (hit dice)	2	3	4	5	6	7	8	9	10
0	Not Applicable	1-3	Not Applicable	*	19	18	16	15	14	13	12	11	11
1-2		4-5		1-1	18	17	15	14	13	12	11	10	10
		6-7		1	17	16	14	13	12	11	10	9	9
3-4		8		1+	16	15	13	12	11	10	9	8	8
		9			15	14	12	11	10	9	8	7	7
5-6		10-11		2-3+	14	13	11	10	9	8	7	6	6
		12-13		4-5+	13	12	10	9	8	7	6	5	5
7-8		14-15			12	11	9	8	7	6	5	4	4
		16-17		6-7+	11	10	8	7	6	5	4	3	3
9-10		18-19		8-9+	10	9	7	6	5	4	3	2	2
		20			9	8	6	5	4	3	2	1	1
11-12		21+		10-11+	8	7	5	4	3	2	1	0	0
				12-13+	7	6	4	3	2	1	0	-1	-1
13-14+				14-15+	6	5	3	2	1	0	-1	-2	-2

SHORT SWORD
TO HIT TABLE

Level					Armour Class								
Fighter Paladin Ranger	Cleric Monk Druid	Thief Assassin	Magic-User Illusionist	Monster (hit dice)	2	3	4	5	6	7	8	9	10
0	Not Applicable	1-3	Not Applicable	*	22	20	18	16	15	14	12	12	9
1-2		4-5		1-1	21	19	17	15	14	13	11	11	8
		6-7		1	20	18	16	14	13	12	10	10	7
3-4		8		1+	19	17	15	13	12	11	9	9	6
		9			18	16	14	12	11	10	8	8	5
5-6		10-11		2-3+	17	15	13	11	10	9	7	7	4
		12-13		4-5+	16	14	12	10	9	8	6	6	3
7-8		14-15			15	13	11	9	8	7	5	5	2
		16-17		6-7+	14	12	10	8	7	6	4	4	1
9-10		18-19		8-9+	13	11	9	7	6	5	3	3	0
		20			12	10	8	6	5	4	2	2	-1
11-12		21+		10-11+	11	9	7	5	4	3	1	1	-2
				12-13+	10	8	6	4	3	2	0	0	-3
13-14+				14-15+	9	7	5	3	2	1	-1	-1	-4

BATTLEAXE
TO HIT TABLE

Level					Armour Class								
Fighter Paladin Ranger	Cleric Monk Druid	Assassin	Magic-User Illusionist	Monster (hit dice)	2	3	4	5	6	7	8	9	10
0	Not Applicable	1-3	Not Applicable	*	22	20	18	17	15	14	12	11	9
1-2		4-5		1-1	21	19	17	16	14	13	11	10	8
		6-7		1	20	18	16	15	13	12	10	9	7
3-4		8		1+	19	17	15	14	12	11	9	8	6
		9			18	16	14	13	11	10	8	7	5
5-6		10-11		2-3+	17	15	13	12	10	9	7	6	4
		12-13		4-5+	16	14	12	11	9	8	6	5	3
7-8		14-15			15	13	11	10	8	7	5	4	2
		16-17		6-7+	14	12	10	9	7	6	4	3	1
9-10		18-19		8-9+	13	11	9	8	6	5	3	2	0
		20			12	10	8	7	5	4	2	1	-1
11-12		21+		10-11+	11	9	7	6	4	3	1	0	-2
				12-13+	10	8	6	5	3	2	0	-1	-3
13-14+				14-15+	9	7	5	4	2	1	-1	-2	-4

DAGGER
TO HIT TABLE

Level					Armour Class								
Fighter Paladin Ranger	Monk Druid	Thief Assassin	Magic-User Illusionist	Monster (hit dice)	2	3	4	5	6	7	8	9	10
0		1-3	1-4	*	22	21	19	18	15	14	12	11	8
1-2	1-2	4-5	5-6	1-1	21	20	18	17	14	13	11	10	7
	3-4	6-7	7-9	1	20	19	17	16	13	12	10	9	6
3-4	5	8	10	1+	19	18	16	15	12	11	9	8	5
	6-7	9	11		18	17	15	14	11	10	8	7	4
5-6	8	10-11	12-14	2-3+	17	16	14	13	10	9	7	6	3
	9-10	12-13	15	4-5+	16	15	13	12	9	8	6	5	2
7-8	11	14-15	16		15	14	12	11	8	7	5	4	1
	12-13	16-17	17-19	6-7+	14	13	11	10	7	6	4	3	0
9-10	14	18-19	20	8-9+	13	12	10	9	6	5	3	2	-1
	15-16	20	21+		12	11	9	8	5	4	2	1	-2
11-12	17	21+		10-11+	11	10	8	7	4	3	1	0	-3
	18+			12-13+	10	9	7	6	3	2	0	-1	-4
13-14+				14-15+	9	8	6	5	2	1	-1	-2	-5

RuneRites *is a regular department featuring readers' ideas for* RuneQuest, *edited by Oliver Dickinson. This issue . . .*

CRIME and PUNISHMENT

by Geoff Winn

As Geoff Winn remarked in a letter to me, 'Most players are just as cautious with a Zorak Zoran character as they would be playing a Chalana Arroy member'. Here is a way of trying to ensure that they play their roles more authentically, and of rewarding behaviour beyond the call of duty. The Spirits of Reprisal, it should be remembered, are for punishing really serious offences, especially leaving the cult, and the various Orlanthi spirits are for specific offences (the Impests are concerned with minor infractions, even less serious perhaps than those contemplated here; their effect might be represented as a temporary loss of CHA, which might come through in the expenses of training and purchasing magic or in Bargaining).

As an example of the kind of behaviour that might merit a reward roll, Geoff Winn presents the following: three concealed low level characters (lay members or recently accepted Initiates) observe three Chaos creatures (eg broos or scorpion men) for whom they seem barely a match. They decide to break cover and attack them. One is then unable to face the fight and runs away, which would deserve a punishment roll. The remaining two are clearly overmatched but fight on, getting reward rolls for their courage. Note that whether a character gets a punishment or reward should depend on cult preferences; eg Zorak Zoran members are expected to attack Chaos creatures and would be more interested in the general display of courage or cowardice, Eiritha specifically in protecting herds, etc. If adventurers have no cult affiliation, then of course they neither benefit nor lose; but one might suggest that such persons would seem suspect in the parts of Glorantha *best known so far,* Dragon Pass *and* Prax. *—OD*

Cults of Prax provides extensive descriptions of some of the cults of *Glorantha*, together with a wealth of background material on the history of the area. With so much background available it is usually fairly easy to decide how a character would be expected to behave in a particular situation by his/her god. However, it doesn't follow that just because a player knows what should be done, that it actually will be done! One way for a DM to enforce cult discipline is simply to refuse to allow players to do things that the cult wouldn't like, but this is artificial. A better way is to let the players do what they want, but also to let the gods express their opinions, by either rewarding players who do something their cult approves of, or punishing players who ignore cult restrictions.

If a member of a cult does something that his/her god would be particularly interested in, then roll percentile dice and, if the result is less than or equal to the character's *current* POW (*not* characteristic), the god or spirit of the cult has noticed whatever was done, for better or worse. Essentially this represents the chance that the god, or one of his/her more powerful servants, was in the vicinity at the time and/or happened to be watching. If not, then either the wrong-doer has escaped (this time!) or a potential hero has been overlooked. Remember that a Rune Lord's POW will always be 15 or more for this purpose, and that the event has to be worthy of note. If the god *did* notice, then roll percentile dice again and for good cultists consult Table 1, for wrong-doers Table 2. The result is applied immediately and not at the end of the scenario (as most normal increases are) because the changes are gifts (or curses) from the gods and not acquired by any kind of study. This can be important if a character gets some improved ability in the middle of a fight. If a particular result doesn't apply (eg a Rune Lord rolls 04 on Table 1), then the character gets nothing — assume the god wasn't interested this time.

The tables are deliberately set up so that the better a character is, the less likely he/she is to benefit from Table 1 and the more likely to suffer from Table 2. This is because capable characters have less excuse for running away, while even the gods don't expect much from a beginning character. This kind of divine meddling has an honourable precedent in the Greek myths, in which the gods frequently aid their favourites and punish those who don't show respect. In a similar way it should be possible to develop quite 'well-rounded' characters for the gods in a campaign — making them more interesting than the usual anonymous crowd who created the world and then do nothing but perform Divine Interventions.

By all means feel free to alter the tables to suit your own requirements, and if you can come up with some really good ideas, why not share them with the rest of us? ■

Table 1 — Rewards

01	Roll twice, and apply both results.
02-05	Initiates and lay members only: add 1d6 POW to your Allied Spirit, if you ever get one (this is *not* cumulative, if you get it again).
06-10	Lose one geas, if you have any (determine which randomly).
11-15	Immediate CON increase roll.
16-20	Immediate DEX increase roll.
21-25	Immediate STR increase roll.
26-30	Immediate POW increase roll.
31-35	Immediate Defence increase roll.
36-40	One use of small cult Elemental (if cult has none, then nothing).
41-45	Immediate increase roll for attack percentage of weapon of own choice.
46-50	Immediate increase roll for parry percentage of weapon of own choice (*not* shield).
51-55	Immediate increase roll for parry percentage of shield *only*.
56-60	One use of one of the cult Rune spells for healing (if any).
61-65	Immediate increase roll in *Manipulation skill of own* choice.
66-70	Immediate increase roll in Perception skill of own choice.
71-75	Immediate increase roll in Stealth skill of own choice.
76-80	5% increase in language of own choice.
81-85	5% increase in next attempt to persuade cult examiners of anything (eg attempt to become Rune Lord).
86-90	One use of one of the cult special 1pt Rune spells.
91-95	One use of Divination (if available from the cult).
96-99	Nothing.
00	Roll on Table 2 (*Even gods can make mistakes, but I'm not sure I buy this — just nothing? — OD*)

Note: *Defence is increased by rolling INT or less, characteristics by rolling (21 — present level) x 5 or less, skills by rolling (100 — present percentage) + experience bonus or less, on 1d100 in each case.*

Table 2 — Unpleasantnesses

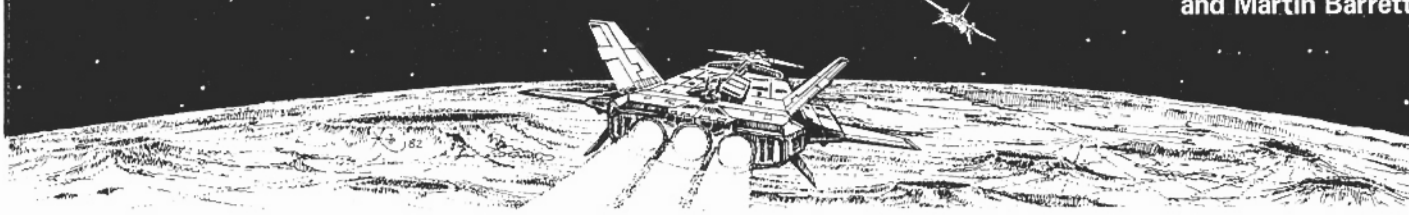
01	Roll on Table 1 (*Again, just nothing? — OD*).
02-05	Nothing.
06-10	Take an extra geas, if given by your cult.
11-15	Immediate Defence decrease roll.
16-20	5% decrease in best language.
21-25	Lose 1 pt of CHA.
26-30	Immediate decrease roll for CON.
31-35	Immediate decrease roll for DEX.
36-40	Immediate decrease roll for POW.
41-45	Immediate decrease roll for STR.
46-50	Immediate decrease roll for attack percentage with best weapon.
51-55	Immediate decrease roll for parry percentage of shield *only*.
56-60	Immediate decrease roll for parry percentage of best parrying weapon (*not* shield).
61-65	Immediate decrease roll for best Manipulation skill.
66-70	Immediate decrease roll for Perception skill of own choice.
71-75	Immediate increase roll in Stealth skill of own choice.
76-80	Permanently lose 1pt of battle magic (determine which randomly).
81-85	Lose one use of a Rune spell (if the spell is one use only, it is gone).
86-90	Double chance to Fumble in all attacks and parries until you do Fumble; back to normal after that.
91-95	Subtract 5% from next attempt to persuade the cult examiners of something.
96-99	Victim of bank raid; lose half of banked money.
00	Roll twice and apply both results.

Notes: *Defence is decreased if more than INT x 5 is rolled on 1d100, by 5%; 96-00 always loses 5%. Characteristics are decreased if the level of the characteristics or less is rolled on 1d100, and 5% is lost in any skill if the percentage of the skill or less is rolled on 1d100 (01-05 always loses 5% for a skill, 96-00 always leaves it unchanged).*

Starbase is a regular department composed of readers' ideas for Traveller. This issue . . .

ADDITIONAL DETECTOR SYSTEMS FOR TRAVELLER STARSHIPS

by Antony Cornell
and Martin Barrett



There are, in our own world, many different systems for the detection of aircraft. Therefore it follows that in a *Traveller* universe there will be a great variety of systems for the detection of spacecraft. In the rules governing starship construction there is a very limited selection of detection equipment available to players. We feel there is a need for a wider range for use in scenarios and campaigns and so put forward a few suggestions.

NB An active system is one in which an object is detected by the reflection of some ray or beam transmitted by the detecting ship. A passive system is one which detects an object by receiving emissions directly from the object.

The Basic Sensor Package

This is an expanded description of the system outlined in *Book 2*, page 33. It consists of a radar guidance system which can detect any object up to one hundred thousand miles distant, in open space, and an object in planetary orbit at up to ten thousand miles. There is also a companion passive system capable of detecting ships only, as opposed to space debris, at ranges of up to half a million miles when installed on civilian craft, and at up to two million miles when installed on scouts and other military vessels.

The final component of the basic sensor package is the transponder decoder. All ships are fitted with transponders which continuously transmit the name of the ship into which it is fitted, its planet of registration and purpose. The transponder is extremely inaccessible and is thus very difficult to tamper with except on pirate vessels as described in *Supplement 4.* The basic sensor yields no information about the object other than its presence, position and trajectory.

NB A ship which shuts down all its systems, including power plant and transponder, is treated as space debris for the purposes of detection.

Engineering Perception Package

This is the first sensor package to give more detailed information about the vessel being observed. It is a passive method of detection working on the neutrino emissions of power plants, manoeuvre drives and jump drives. It relays accurate information on the size, in tons, of each of these major engineering components. It also gives the total displacement of the observed vessel.

NB If the *High Guard* construction rules are being used then it is the tonnage of the power plant that is given and not the power plant number. In other words the sensors can not define the tech level of a vessel.

Component Perception and Analysis Package

This is a more sophisticated version of the EPP. It is an active system and analyses all the major components and areas of a vessel to deduce its specifications (if *High Guard* is being used then the entire USP will be given) except that it can only estimate the number of personnel on board. This estimate is based on the number of staterooms and low berths present. For example, if a ship has four staterooms then the ship's complement will be between four and eight.

Deck Plan Analysis

A finely tuned advancement of the CPA, this package gives all the information relayed by a CPA and in addition gives full deck plans. The deck plan readout takes twenty minutes to be collated before being displayed, as opposed to all other sensor packages which produce readouts instantaneously. Like the CPA, it is an active system.

NB Referees are advised to prohibit this sensor package's use by civilian player characters, for obvious reasons!

Life Detection

This is the most sophisticated sensor unit and, because it provides no information about the physical nature of the ship it scans, it is generally used in conjunction with one of the aforementioned packages.

The visual display takes the form of one dot for each living cell present, thus on scanning a normal atmosphere, a haze of dots, representing micro-organisms, is seen. Higher organisms are seen as silhouettes unless micro-organism density is very high, obliterating all detail. As death of individual cells takes place subsequent to actual body death, a corpse may register on instruments for some time.

The angle of scan is very small and therefore it will take several minutes to build up a complete picture of a ship. Range is extremely limited, being only three hundred miles.

Scanner Alarms

These appear at tech level A. They have a mass of three tons and a cost of five hundred thousand credits. The alarm alerts the crew whenever it is scanned by an active system.

Planetary Scanning

Planetary surface installations may be scanned by the more advanced sensors in the same way as spaceships, unless the installations are subterranean. It may be impossible to scan for surface life due to the overlapping effect of atmospheric micro-organisms forming an opaque layer.

Sensors in Play

All sensors, active and passive will require equipment on the ship exterior and must be protected by radomes etc. Sensors are especially vulnerable to battle damage and cost of repair is as for any other ship system as described in *Book 2* or *Book 5*. Attempts at repair by characters during battle requires at least one character to leave the ship and for the ship to stop accelerating.

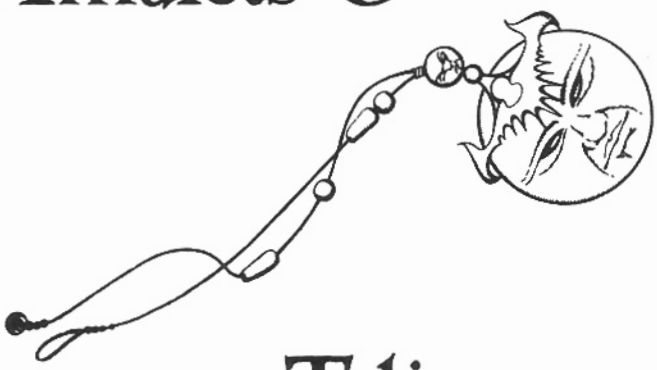
This system of detection methods and equipment is only intended as a framework and leaves room for addition and adjustment as referees and players see fit. ■

	TL	*Mass*	*EP*	*Cost*	*Range*
Basic Sensor Package	9	—	0	—	as *Book 2*
Engineering Perception Package	A	2	1	1.5	250
Component Perception and Analysis	C	3	2	2.5	500
Deck Plan Analysis	E	3	2	3	250
Life Detection	F	2	1	5	0.3

Mass is in tons: EP is energy point requirement: Cost is in MCr: Range is in thousands of miles; ships maintaining complete silence and ships in orbit are subject to the standard Book 2 *ranges.*

Treasure Chest *is a regular department devoted to* D&D. *This issue, readers' own ideas for . . .*

Amulets & Talismans



AMULET OF SPELL DEFLECTION
by Dave Morrison

Whenever a spell is cast at the wearer of one of these *Amulets* there is a 50% chance that the spell will be deflected away in a random direction. This variation on a *Ring of Spell Turning* may cause friend and foe alike considerable consternation.

TALISMAN OF URDAEUS
(Order No IV; 4C, see *Treasure Chest, WD29* for operation)
by Arthur Woodworth

In its common form this *Talisman* appears as a snake bracelet worn on the arm or around the ankle. The required ingredients include gold, blood and venom of a snake, topaz and bitter aloes. An evil cleric must use the spells *bestow curse, protection from good* and *sticks to snakes* to create it.

The *Talisman* has no effect unless the wearer is slain. At this moment the bracelet animates and turns into a snake (AC3) with the hit dice/points of its wearer and a 5% chance per level of its creator of being poisonous. It will attack the killer of the wearer and none other, relentlessly pursuing its victim. It always dies after achieving its objective.

There is a rarer form, known as the *Nemesis Tattoo*. This is an elaborate tattoo on the wearer's skin, which behaves as per the *Talisman*.

AMULET OF THE ASTRAL PLANE
(Order No VI; 7C, 9M, see *Treasure Chest, WD29* for operation)
by Arthur Woodworth

Ingredients include silver, poppy seeds, mandrake and the *astral spell*. The effect of this *Amulet* is to give an extra saving throw from the *Psychic Wind* and attacks from *Astral* monsters, where appropriate.

TALISMAN OF THE EYE
by Anthony Howcroft

Wrought from gold, this small *Talisman* is shaped in the form of an eye. It is used to 'stare away' evil spirits and has many powers. Upon the owner's mental command it can project a *protection from evil* spell in a 5' radius (as per the cleric spell of the same name). It can create a 5' radius sphere of *protection from demons and devils* about its keeper (as in the scrolls of those names) and will turn undead as would a 6th level cleric. This last power is automatically activated. The other two abilities of the *Talisman* are both activated by the owner's thoughts and will last for 2-5 rounds. Undead repulsion is involuntary and the owner cannot stop it. It will work once an hour. *Protection from evil, devils, and demons* can only be activated once a day. Finally, on full moons the *Amulet* loses all of its power for the day.

TALISMAN OF MUREN-SHI
by Peter Rasmussen

This *Talisman* was created by a powerful cleric named Muren-Shi. As far as the public knows, only one was made. However, it is not impossible that Muren-Shi may have made others. Physically, the *Talisman* is the insignia of Muren-Shi's god, a round sunburst of gold.

The *Talisman* may only be worn by Lawful Good clerics of 9th level or over. If a Neutral, Lawful Neutral, or Neutral Good person attempts to put on the *Talisman*, it will immediately fall off. If anyone else attempts to wear it, the *Talisman* will disappear by *teleportation*.

In effect, the *Talisman* is a semi-sentient spirit encased in the sunburst-insignia by the divine mandate of Muren-Shi's god. If worn by a Lawful Good cleric of 9th level or more (clerics of lesser levels may wear it, but will be unable to use it; such an act would be sacrilegious, and would cost the wearer 10 xp per hour) the *Talisman* will bestow the following powers:

Detect evil three times an hour, *protection from evil* twice an hour, *know alignment* twice a day, *remove curse* once a day, *exorcise* once a month, *dispel evil* once a month.

Also, the *Talisman* has two special powers: It functions as a continual *bless* on the wearer, and if the wearer wishes it, he may, once a month, cause one person only to *repent*. This means that the person (who must be Lawful Good) will repent any non-alignment deeds of his entire life and take drastic steps to atone for them. He will — probably, but not necessarily — ask the cleric for guidance.

AMULET OF MAGICAL PRECOGNITION
by Dave Morrison

This valuable item allows the wearer, on touching a magical item for the first time to receive a brief image providing a clue to the nature of the item's powers. The clues should be obscure and offer a variety of interpretations. For example, a pair of *Boots of Dancing* will perhaps send an image of an umber hulk, a *Nine Lives Stealer Sword* might show a wight, and a *Potion of Delusion* could really set up the *Amulet*'s user — eg an image of a man flying. The advantages of the *Amulet* should outweigh the disadvantages, as a few good guesses will prove, however the user will find that to get a clear image he/she will have to remove all other magic items on him/her.

Next issue: Drugs in D&D. ■

THE MAD DWARF

A You have enough presence of mind to examine the bed closely before getting into it. When you study the footboard you find there is a razor sharp blade hidden inside it. Anyone who draped their legs over the edge would suffer a sudden amputation. The room is a trap. If this makes you mad enough to go out and attack your host, you will find him back in the Common Room. He's not happy to see you coming. Go to **15D**. If you decide to just sleep on the floor, you can do so. In the morning you grab your things and prepare to leave. Go to **19D**.

B As you go through the door you take a tremendous blow. The dwarf has stopped on the other side, snatched up an axe, and chopped at you as you came through the curtain. Roll 4 dice and add 34 for the number of hits that you took. If that kills you that's *The End*. If you can still fight, you reel back into the Common Room and the mad dwarf follows you swinging his axe viciously. Go to **15D** and fight the indicated combat to the death.

C You find the stew in the pot. If you wish to eat some, go to **17D**. You find the booze behind the bar. If you wish to drink some of it, go to **27C**. You find a little room with a bed in it. The bed is only 4 feet long, but is obviously massively built. If you wish to collapse on it and go to sleep, go to **27E**. You find a kitchen with all sorts of provisions and cutlery. There is nothing interesting there. You also find a gong near a trapdoor at the end of a short hall. If you decide to ring it, go to **25B**. If you wish to ignore all these options and go back to the Common Room to sleep before the fire, go to **16A**.

D Before long you are both feeling no pain, singing old dwarven drinking songs, and pounding boisterously on the table. He leers at you and says, 'Hic, I gotta surprise for ya. I got dancing girls in this place. Let me go call 'em.' He staggers to his feet and out of the room. Go to **13B**.

Treasure Trap

A Review by Ian Livingstone

There I was, one of six, walking slowly down a dark corridor wearing an old cloak with a shield on my arm and sword at the ready. The candle flickered. Nobody spoke. At the end of the corridor light shone from beneath a door. We stopped to whisper a plan. The scout, wrapped but for his eyes in black robes, slipped into the shadows ahead to listen at the door. Moments later he returned to tell us that there were probably six orcs inside a room on the other side of the door playing dice and drinking. We tiptoed towards the door and prepared for battle. The elf drew his bow, the wizard conjured up a magic missile, *the cleric held his mace, the scout drew his daggers and I gripped the reassuring steel hilt of my sword. Suddenly the scout kicked open the door and we charged screaming, into the room. The battle was soon over, the orcs were slain. We examined their bodies and found a few coins and a key. The key opened the door to an adjacent room wherein we found an elven maid sitting silently in the corner. She would not speak. We also found three colourless liquids in glass jars. Nobody volunteered to drink any of them. This was real role-play. Then the referee came over to examine our wounds . . .*

Readers may have read with interest recently advertisements in *White Dwarf* regarding *Treasure Trap* which offers the chance to experience live adventures in Peckforton Castle, Cheshire. Additional facilities such as a games room, shop, coffee bar, etc are also offered as part of the membership benefits.

Treasure Trap is run by Peter Carey and Robert Donaldson who had enterprisingly leased the whole of Peckforton Castle from the Tollemache Estate. They invited me to participate in a preview adventure. When I arrived, I was met by castle guards wearing chainmail armour. Peter Carey explained that I was to accompany a party of adventurers, including Robert Donaldson, on a mission to rescue a prince and princess. I was somewhat dubious as to how I would take to what I considered could only be an adult's version of 'cowboys and indians'. I was to be pleasantly surprised.

The six of us descended some stairs and it wasn't long before we couldn't see our hands before our eyes. Somebody lit a candle. The referee followed at a discreet distance behind. The game system, devised by Peter Carey, his son John, and Robert Donaldson with revisions and development by Stephen Duke, worked well. The individuals playing the monsters had a predetermined set of instructions, eg the orcs would attack any adventurers entering their room. They would also fall down 'dead' if they felt a weapon hit any critical part of their bodies. When a battle was over the referee would count the adventurers' wounds. This was quite ingenious. All monsters had dye on their weapons or claws which would mark their opponents in battle. The referee would simply count the marks and might declare some limbs out of action. The use of a shield or weapon arm could be lost. The adventure would continue until the objective was reached or the party died in the attempt.

There were lots of tricks and traps on the adventure, and many interesting monsters. Without spoiling it for others, beware rescued adventurers who may not turn out to be who (or what) they say they are, and check the walls carefully. I'll never forget the ghoul that burst from a secret panel!

The game system worked well enough, but familiarity with the castle could prove a long term problem for both scenario designers and adventurers. However, plans are in hand to install movable tunnels and secret doors. Spells are created by using harmless special effects and more are being designed such as fireball wands which work.

The whole project relies heavily on the enthusiasm and effort of Carey and Donaldson together with the members of *Treasure Trap*. Indeed, it is incumbent on the members to develop the system themselves.

Membership costs £30 per year to join plus a charge of £1 per adventure. Members willing to act as monsters for a day do not pay for adventures. (Not surprising, considering you might have to wait around a couple of hours in a dirty dungeon room waiting for the odd party to appear!) I would have thought it better to have a lower membership fee but a higher adventure fee. It seems to me that only locals will commit themselves to such an outlay.

Although I was there on a preview, there was little evidence of the proposed shop, games room, coffee bar and club room. No doubt these will appear later. Also, the castle itself is in a pretty bad state of repair, but then that adds atmosphere to the adventures. But accepting these limitations, I must admit that I thoroughly enjoyed myself on my three hour adventure which I managed to survive. I'm sure others will too, and I hope Messrs Carey and Donaldson manage to realise the full potential of *Treasure Trap*. Who knows, package holidays of the future might include it in their brochures! ■

THE MAD DWARF

A During the night someone came and stole your backpack. When you wake up in the morning you can't find it anywhere. Also your weapons and the weapons that were laying around the inn here and there are gone. Although you search, you are unable to locate anyone or anything worth finding. Finally you leave. In the snow outside you find the dead dwarf and take his jewelled eye-patch. It will have 2d6 worth of small gems on it. Roll them up on the random jewel generator in the *T&T* rules. A few days later you reach Khazan safely. Take 300 adventure points for the whole outing. Go to **15B**.

B BONGG!!! As the echoes of the gong die away, the trapdoor pops open and out hop 3 dwarven maidens clad only in filmy veils and gap-toothed smiles. There are two gray-heads and a blond, and only the blond has a beard. Seeing you with a weapon in your hand they lose their silly grins and turn into shrieking furies. They attack you with tooth and nails, literally. If you wish to fight them, go to **17B**; if you don't kill women, they will drive you out of the inn and back into the storm – go to **17C**.

C The dwarf is dead. A quick search of his body finds nothing of value. If you wish to search the inn, go to **24C**. If you decide to sleep by the fire without doing any searching, go to **16A**. You get 50 adventure points for killing him.

D The painting is clearly an insult to all elves. If it makes you mad enough to attack this crazy dwarf, go to **19C**. If you can overlook this racial slur, return to **28B** and keep reading.

Fiend Factory *is a regular department featuring readers' monsters, edited by Albie Fiore. This month,* Fiend Factory *takes you. . .*

IN SEARCH OF A FOOL

A D&D *mini-adventure/quest for a party of 4th/5th level good adventurers.*

Plot Outline for DM only

The players are either peacably approached or *charmed* by a 10-strong group of daoine sidhe (DM's discretion). The players will be blindfolded and taken to their faerie hill where the mission will be outlined to them by the Prince. The daoine sidhe have a problem, their Fool has disappeared. Normally they would hunt for him themselves and punish anyone involved in his disappearance, but they are in the throes of moving to their winter home and all are busy preparing for the move, as the players will notice, thus they need outside help. The players will be entreated to find the Fool. Any responsible for his disappearance should also be brought, alive, to suffer the punishment of the tribe. The players will be accompanied by one of the tribe who will assist them and guide them to the rendezvous point near the winter home when the mission is completed, where they will receive their payment of a full outfit of daoine sidhe armour, weapons, robes, and an item of jewellery each. The daoine sidhe accompanying them will have the rendezvous noted on a scroll for the players to read should he be killed.

The players should have little trouble in picking up and following the trail of the Fool from a nearby village. In the various villages and taverns they will be told stories of a handsome bard, either alone or accompanied by a white dove/manx cat, who played the most beautiful music and moved on as mysteriously as he came. His departure may be accompanied by the disappearance of one of the locals, or by a fit of melancholia overtaking a local thief (who tried to steal the Fool's jewellery) who will mutter incoherently about ghosts in the silver. Sometimes the visitor may have been a beautiful woman bard (the Fool remaining a shadow on these occasions). The DM should vary the story from place to place, there are numerous permutations and possibilities. However, the stories should lead the players to believe that the Fool is in the thrall of some creature (the leanan-sidhe), as indeed he is, having been *charmed* and taken as a lover.

The trail should eventually lead the players near a forest where they can hear the sound of either the Fool singing or a woman singing. On investigation, it will be found that it is the lorelei willow emitting these sounds which apart from attacking the players, will also show that the Fool has passed into the forest (if they need convincing, an identifiable shred of the Fool's robe may be found near the willow). In the forest, the dendridi also dwell. They will not be hostile unless the players behave in a manner to make them so, but either way the players will learn from them that the Fool, alone, was taken prisoner by them but he mysteriously escaped the night before (the leanan-sidhe had hidden in his jewellery, and emerged to free him) and his tracks indicate he left the forest. However, the only thing in the direction he went is an old ruined farm. In the ruin of the farm, the Fool and the leanan-sidhe will be found. If alerted, the leanan-sidhe will take refuge in his jewellery where she also holds captive the villagers etc. who disappeared on their route.

Wandering monsters should be encountered en route at the DM's discretion.

DAOINE SIDHE
by Daniel Collerton

No. Appearing:	**3 – 30**
Armour Class:	**3 or 9**
Movement:	**12"**
Hit Dice:	**3**
Treasure:	**Individuals, L, M, N; Lair, A, U**
Attack:	**By weapon type**
Alignment:	**Neutral**
Intelligence:	**Exceptional**
Monstermark:	**25 (level III in 12 levels)**

These rare creatures have great powers of the mind and some other abilities in addition. Each daoine sidhe has a psionic ability of 150 with attack/defence modes A,D,E/F,G,J and the following psionic abilities: minor disciplines – Animal Telepathy (5th level of mastery), Detection of Good and Evil (12th level of mastery), Invisibility (6th level of mastery); major disciplines – Shape Alteration and Telepathy. In each hill village (lair, – 40% chance of encountering the sidhe there) there will be a Queen (with 24 charisma) who has the abilities of a 12th level illusionist, a Prince who functions as a 9th level druid and a Fool who plays as a master bard of the 17th level. These three characters will have 6 hit dice each (fighting and saving as 6 dice monsters) and if any magic is indicated in the treasure types it will be of a kind usable by them – armour, a sword, a cittern or a harp most usually. Each of them also has the power of *faerie touch* – if they manage to touch an opponent, that being will either (25%) sicken, losing 1 point each of strength, constitution and dexterity per day until cured or until one of them reaches zero in which case death results, or (75%) become insane with melancholia (*DMG*).

Each sidhe possesses two faerie arrows, each of which may only be used once and then only by a sidhe. If the arrow hits, it will, depending on type, either paralyse or kill the victim if the relevant saving roll is not made.

In appearance, the daoine sidhe are somewhat similar to elves, but are 6' tall with soft, fair skin and long, blond, blue-black, or (rarely) red hair. They have an unearthly, superhuman beauty which gives them a charisma of 17 – 24; those with a charisma of 18+ have a *divine awe* power (as described in *Deities & DemiGods*).

Unless in one of their times of power (ie the hour before dawn, before twilight, and before noon and all of the Reltain, 1st May, and Samain, 1st November – when they are moving between their summer

THE MAD DWARF

A You get 80 adventure points for each wolf you slew. Make your second level saving roll on Intelligence (25-IQ). If you make the roll, go to **14D**. If you missed the roll you will keep staggering on your way. Try to make a tenth level saving roll on Constitution (65-CON). If you make the roll, you were so tough that you walked to safety. You have 2000 gold pieces' worth of treasure in the pack on your back and get 500 adventure points for the adventure – go to **15B**. If you missed the saving roll, you died of exposure and were eaten by wild beasts. *The End.*

B You are fighting 4 opponents to the death. The dwarf gets 4 dice + 34 adds. They will not give up unless you kill them all. (Incidentally, they have 30 points' worth of armour protection.) If you find yourself losing, you can buy your life by throwing down your treasure and running for your life. They will stop to pick it up and you can get away. If you do that, go to **27B**. If you fight and beat them all, go to **18D**.

C He begs for mercy, saying that if you'll spare him he'll give you some gold and free hospitality in his inn. If you take him up on the offer, go to **17A**; if you keep trying to kill him go to **15D**.

D You get a good night's rest, never noticing anything wrong, and after a hearty breakfast you settle your bill and leave. A few days later you reach Khazan safely. There are 200 gps' worth of treasure in your backpack, and you get 200 adventure points for your experience. Go to **15B**.

E Soon you are nice and warm and beginning to feel drowsy. Your host has been helping himself to his own liquor and getting mellower by the moment. Now he invites you to have some drinks with him. If you decide to drink with him, go to **19A**. If you'd rather just got to bed, go to **28A**.

and winter homes — or in the presence of humans or demi-humans, the sidhe are mere shadows; unable to physically affect or be affected by the world though still able to communicate and use psionics.

When at war or expecting trouble, the sidhe wear silver chainmail and carry white shields emblazoned with golden runes for an Armour Class of 3, and arm themselves with silver swords (worth 500 gp) and longbows in addition to their normal silver dagger (worth 150 gp). At other times, they wear clothes of blinding whiteness, embroidered with red and green and trimmed with silver and gold. At all times they wear jewellery of fantastic beauty and worth: usually torcs, armbands, rings or brooches. They speak their own language in addition to the common tongue.

They are very fond of music, their own voices are soft and seductive (so much so that 10 or more of them acting in concert can cast a *charm* spell which will affect anyone listening who fails their saving roll). Their pipe- and harp-playing is unrivalled but despite (or perhaps because of) this, they delight in listening to others. Woe betide any who boast that they can outplay the sidhe though, for Amadan-na-Briona — the Fool — will challenge them to prove it, so they had better be able to beat a 17th level master bard.

The daoine sidhe are immortal and immune to disease but because of their close links with the countryside, they will die if the land around their faerie hill becomes built up.

Anyone who learns a sidhe's true age (which is known only to that sidhe) gains absolute power over it and can command it to perform anything wished for. However, any other sidhe who learns of this will do their utmost to free their sibling, so such control is likely to be short-lived.

There are various objects of power against the sidhe, including salt, iron, holy objects and holy water all of which will cause them to keep their distance or do 1d4 points of damage if brought into contact with them (so iron weapons will do an additional 1d4 damage per hit).

The daoine sidhe live for the most part inside faerie hills (having one summer and one winter hill). These hills are hollow with entry being gained through a set of gates which when closed blend into the hillside so well as to be undetectable by any means short of the magical. The gates will open only on the correct word of command which must be given in the sidhe tongue. Inside the hill is what is effectively a small village with all of the normal features of village life. There will be about 20 male sidhe in the normal hill with an equal number of females and 2 — 3 children as well as the Queen, Prince and Fool. Each will have some job; a smith, tanner or keeper of the faerie kine (as *MM* cattle except that they share their master's variation with time of day and year) or faerie hunt (the hounds are war dogs and the horse, war horses as in the *MM* apart for their variation in substantiality) or perhaps a weaver or dyer. There may also be (50%) one or more leprechauns acting as cobblers, or even (20%) a changeling. The changeling, if present, will be a human who was exchanged at birth for one of the sidhe and is indistinguishable mentally from them although still physically human. He or she will be a 5th — 8th level fighter dressed and equipped exactly as on of the sidhe except that the armour and weapons will be made of steel rather than silver. There is a very small chance (4%) that, on seeing other humans, the changeling will become fully human, mentally as well as physically; the result of this change will have to be carefully determined by the DM.

The daoine sidhe are usually peaceable, ignoring most of the mortal world but should one of them be injured or molested in some way or one of their hunts interrupted, then they will react with extreme violence, seeking to kidnap the offender and hold it for 97 years and 4 days. Failing this, they will attempt to kill it. Conversely, if helped, they will give incredible rewards — often turning some item of the helper's into solid gold. Ingratitude will, however, have disastrous effects — the angered sidhe will violently punish the ingrate.

LEANAN-SIDHE
by Craig Cartmell

No. Appearing:	**1 — 2**
Armour Class:	**2**
Movement:	**12"**
Hit Dice:	**6d8**
Treasure:	**E**
Attack:	**2d4 or by weapon type**
Alignment:	**Neutral evil**
Intelligence:	**High**
Monstermark:	**225 (level VIII in 12 levels)**

The leanan-sidhe is a fay vampire and muse of poets. She can not only *charm* by gaze, but she can attempt to *mass charm* if she sings and plays her harp (bards save at -2).

Because she is fay and not a creature of the *Negative Plane*, she does not drain energy levels. Also she cannot be turned by clerics and she is not affected by day-

light. She can *polymorph* into cats (normally manx) and doves. Otherwise she must be killed in the traditional way of all vampires.

Her main ability is that of being able to hide in mirrors. She can occasionally (10%) be seen in the mirror, apparently standing behind the viewer. She can also lead her *charmees* into her mirror existence and may leave them imprisoned there where they may occasionally be viewed as for the creature herself. Virtually any clear reflective surface can count as a mirror (ie polished armour, pools, precious jewellry, etc). Her place of rest is often one of these places. Victims may be freed from their mirror prison by *gate, remove curse, limited wish* or *full wish* (or similar) spells. The vampire may be trapped within a mirror if the surface is painted over, but if this were to be tried, she would emerge before the surface were completely covered.

If she captures a bard, there is a % chance (charisma of bard x 5) that she will take him as a lover and train him up two levels in one month. There is, however, one small drawback to this as the bard will die a year and a day after leaving her unless a *remove curse* is cast on him.

LORELEI WILLOW
by Roger E Moore

No. Appearing:	**1 — 8**
Armour Class:	**6**
Movement:	**Nil**
Hit Dice:	**7d8**
Treasure:	**E, R**
Attack:	**4 — 16 branches for 1d4 constriction each**
Alignment:	**Neutral**
Intelligence:	**Animal**
Monstermark:	**250 (level VIII in 12 levels)**

THE MAD DWARF

A He hands you 3 darts, keeping 3 for himself, and points to the painting on the wall. 'We throw from here,' he explains. 'Any hit on the body is worth 10 points, a face counts for 20, a buttock for 30, and a breast for 50. Everything else is a miss. High total wins. Usual stakes are 100 gold pieces per game. Do ya still wanna play?' If you're still game for this debauched game, go to **16B**; if you'd rather see the dancing girls, you can say so and go to **13B**. If you'd rather just go to bed, tell him, and go to **28A**.

B He takes your treasure and lets you by him to the exit. Disheartened, you trudge out into the snow and continue your journey. A few days later you reach Khazan, but as you near the city you are snatched by slavers as an Arena slave. Go to paragraph **14A** in *Arena of Khazan* and continue your adventures there. (If you don't have *Arena of Khazan*, take 100 adventure points and exit from this adventure. *The End*.

C The booze is none too good. You drink just enough to quench your thirst. Go back to **24C** and make another choice.

D Before entering the secret door, you turn suddenly and stun the dwarf with the side of your weapon. You may kill him if you wish. Then you force your way through the small portal. Inside you find a small room with a treasure chest in it. The treasure chest is too heavy to move — it must be full of massy gold. Cautiously you release the latch and lift the lid with the edge of your weapon. You took every possible precaution, but you are still hit in the face with a blast of poison gas. There is no saving roll for this. Only the dwarf knows the antidote and has already taken it. If it's any consolation, the chest really was full of gold, with some fragments of mithril. *The End*.

E Make your third level saving roll on Luck (30-LK). If you make it, you fall on the bed in such a way that no part of you hangs over the foot of the bed; go to **26D**, but you need not pay anything in the morning. If you miss the saving roll, go to **14C**.

▶This willow is a rare species of carnivorous plant found in dark and tangled swamps and forested areas near marshes. They grow to be 30′ – 40′ or so in height. Lorelei willows strongly resemble true willows, and this leads many to mistake it as such. Druids have a 50% chance per turn of correctly identifying this monster, with 5% added to this chance for each level the druid is over the first.

Each lorelei willow possesses sophisticated hearing organs in each of four depressions in the tree trunk that resemble knotholes. These 'ears' point in different directions and have a range of 180′. They transmit all sounds heard to a mass of nervous tissue (corresponding to a brain) located in the earth immediately below the trunk. While they understand no languages, these monsters can pick out the voices of humans, dwarfs, and the like. These sounds are then imitated and repeated through a vocal organ at the tree-top that is not visible from the ground. They can also repeat other voices heard within the last year, and are 50% likely to do so if aware of the presence of humans, etc.

The goal of the willow is to lure curious beings within 20′ of its trunk. The moment one of its long, whip-like branches is touched (a 95% certainty for beings over 1′ tall approaching the trunk), a mass of branches lashes out at the prey. Each branch is highly flexible and capable of constricting for 1d4 damage per round; separate rolls to hit are required for each branch attacking. The branches will continue to constrict a victim for 3 – 18 full turns, then drop the usually lifeless body to the ground by the roots. At this point special rootlets appear from the soil and encircle the body. These rootlets secrete a special substance which rapidly dissolves flesh. Within 10 – 30 turns after the body strikes the ground, only the armour and other non-organic material will be left. These are usually hidden by further plant growth at the base of the tree or partially buried in the earth.

One interesting thing about this monster is that it seems to learn to use certain phrases it hears over and over, as these phrases attract more wanderers. These might be calls for help, voices in half-whispers, foreign tongues and so forth that draw a lot of attention.

A lorelei willow has a total of several hundred constricting branches, but a man-sized creature will only be entwined by 4 – 16 branches at any one time. Larger creatures will be attacked by up to twice as many, and smaller creatures by half as many. Because the branches are so flexible and somewhat elastic, a victim must roll the percentage chance he or she has for bending bars or lifting gates in order to break all the attacking strands by pulling away from them. Each branch can take 1 hit point of damage before it breaks; these hit points are independent of the trunk's hit points. Lorelei willows, because of their wet sap, save against fire damage as if protected by a *Ring of Fire Resistance*. Regardless of hit points contained in the branches, if the central trunk sustains damage from magical or physical attack beyond the hits rolled for it (7d8), the entire tree will die in a single turn.

DENDRIDI
by Phil Masters

No. Appearing:	**10 – 80**
Armour Class:	**6**
Movement:	**9″**
Hit Dice:	**1d8 (or more)**
Treasure:	**O, S, T**
Attack:	**By weapon type**
Alignment:	**Neutral**
Intelligence:	**Average**
Monstermark:	**3+ (level I in 12 levels)**

The dendridi, or root-gnomes, are a race of gnomes who have reached total affinity with the plant-life of their native forests. They live in communities whose burrows extend some way into the earth and whose tree-houses extend some way up large trees; all are linked by a complex of covered passages and twisting ladders.

Dendridi appear as other gnomes, but with very tough green-brown skin (natural AC8) and wrinkled facial features. They wear armour made of a combination of leather and plant fibres (equal to leather), and carry clubs and staves – the former often being thrown. They are devotees of

druidism, only fighting those who threaten them or their forests. Females are equal to males in this and all respects; young are quick-growing, but babies will be found concealed in the deepest burrow of the lair (5% of adult numbers).

All dendridi have great skill in climbing trees, with only a 5% chance of slipping on even a sheer trunk (1% for dendridi thieves); they have an 80% chance of concealing themselves from observation in woodland; and surprise on a 1 – 4 on 1d6 in such conditions. Any dendridi has a 25% chance of successfully casting a *hold plant* spell on any given plant, if so desired.

For every 15 dendridi in a group, there will be an additional 2nd level fighter. Each group is 90% certain to also include 1 – 3 'scouts'. These are 3rd level dendridi thieves, usually armed with club and sling, who possess the ability to *commune with nature* once per day; they stealthily patrol the fringes of a group's territory. The group's leader will be a dendridi druid, armed with staff, club and sling, and with a 30% chance of 1 – 2 assistants. The leader's level is determined by the group size: up to 20, 3rd level with assistants 1st; 21 – 40, 4th, assistants 1st; 41 – 60, 5th, assistants 1st; 61 – 70, 6th, assistants 2nd; 71 – 75, 6th, assistants 3rd; 76 – 80, 7th, assistants 3rd.

A group is 60% likely to have a tame whipweed defending its lair, and 15% likely to have a witherweed defending any treasure.

Dendridi speak only their own tongue (50% chance to be understood by other gnomes), although their druids speak the druidic tongue. They have infravision, and are 25% resistant to *sleep* and *charm person* spells, although plant-control magic is 35% likely to affect them.

They lack any special ferocity or skill vs goblinoids or giants, but honour and respect dryads and treants. ■

THE MAD DWARF

A He leads you through a curtained doorway, down a short hall, and into a cramped little room mostly filled with a massive bronze bed. 'See ya in the mornin', crowbait,' he growls and stomps out, slamming the door behind him. You look around by the light of the one candle he left you. The room is warm enough, although the bed almost fills it. A bearskin covers most of the floor, and there is a small table with a basin and a pitcher of water near the bed. The bed is only four feet long, but is massively built, and a great pile of furs lies atop it. If you are more than 4 feet tall, try now to make your third level saving roll on Intelligence (30-IQ). If you make the saving roll go to **24A**; if you miss it go to **14C**. If you are less than 4 feet tall go to **26D**.

B The room is surprisingly large and cheerful though the ceiling is no more than six feet above the floor. Against one wall is a short bar with several bottles, flasks, decanters, alembics, vials, and barrels stacked around it on the floor and on shelves. Over the bar is a crudely painted representation of some naked but bosomy elf maidens dancing in the moonlight of a forest glade. There are several short darts sticking in the painting. If your character is an elf, go to **25D**. In one corner is a huge fireplace with a roaring fire on it. A huge old black iron kettle is hanging amidst the flames, and an indescribable odour is emanating from it. If your character is a dwarf, the scent is pleasant; if not, you may find it fairly repulsive. There is a rough-hewn table in the centre of the room with some low benches beside it. The whole thing is not more than two feet off the ground, obviously the perfect height for your host, but somewhat clumsy if you are larger than 4 feet tall. 'The price is 10 gold pieces for the night, and the meal and drinks cost extra,' blurts the dwarf. 'Payable in advance!' He extends a misshapen paw. If you pay him, go to **15A**; if you want to haggle, go to **14B**.

The Star

Midgard's Brightest Daily

NEW SOVEREIGNTY DISPUTE LOOMS

WIZARD STUFF FOR KIDS

Taking role-playing to a younger audience, *Puffin Books* are to release the first in a series of *Fighting Fantasy Gamebooks*. The first book is entitled *The Warlock of Firetop Mountain* written by Steve Jackson and Ian Livingstone and will be published on 26th August. As an introductory solo adventure, the complexity is such that novice players will be able to start their adventure within minutes.

GOLD FOUND IN BLACKPOOL

TSR Hobbies (UK) have announced the discovery of a gold-plated figure in one of the boxes of *Grenadier's D&D Miniature Figures* supplied to the Blackpool branch of *Beatties* of London. The gold-plated figures were produced by *Grenadier* and placed in boxes at random as part of a promotion in the USA and the Blackpool find is the first to be announced in the UK.

Ambitious Project from Dave

David Nalle of *Ragnarok Enterprises* is the publisher of one of the leading US zines, *Abyss*. He has now completed his most ambitious project to date with the publication of the *Ysgarth Rule System*, a six booklet fantasy role-playing game amounting to 168 pages of reduced type. It features over 300 skills, 29 character types, 300 spells and a short adventure. However, it will probably only have a limited distribution in the UK.

A possible confusion may arise in the near future over the title to the *Borderlands*.

'BARBARIC'

Eon Products have announced their new game *Borderlands* which is set in the barbaric future. It features a unique play system and has no cards, dice, written paperwork or charts yet still provides the opportunity for surprise and intriguing manoeuvres as players try to establish cities using the resources available. The resources vary in location at the start of each game ensuring a continual variety of play. The game should be available this summer.

Conflicting Scenario

Chaosium have also announced a forthcoming release entitled *Borderlands*; however, this will be a boxed *RuneQuest* scenario pack. It is set along the River of Cradles in Prax and includes information about the Morokanth and the Agimori, two races which inhabit the region.

Also to be released soon by *Chaosium* is *Trollpak* which gives full details about trolls — their history, the curse of trollkin, a trollkin rebellion, three new cults and more. Also in the pipeline is *Ringworld* a role-playing game based on the Larry Niven novels.

Task Force on the Move

Task Force Games plan to release eight titles this year. Six will be in their *Pocket Game* series: *Moon Base Clavius*, a two-player game of the US/Soviet Lunar War of 1996; *Boarding Party*, a 1/2-player game of a boarding skirmish between two disabled starships, *The Warriors of Batak*, a two-player game of the battle for control of an alien planet with a variety of weapons and units; *Star Fleet Battles Expansion II*, includes errata and new revisions to the *Star Fleet Battles* rules plus 21 new ships including the long-awaited Klingon allies, new weapons, new scenarios and more; *Escape from Altassar*, a two-player game of an escape from a prisoner-of-war camp on a distant planet; and *City States of Arklyrell*, a two to four-player game which depicts the struggle of the various races of Arklyrell (dwarfs, elves, humans, berserkers, rocs, and ice worms) to gain the balance of power through armed conflict. *Task Force* also plan two boxed games: *Supervillains*, a role-playing game of superheroes and supervillains in modern day New York, it can also be played as a conventional board game; and *Sqwyrm*, a game with triangular cards in which players race to be the first wizard to conjure a complete dragon. Players can curse each other's dragons causing them to fork in two, send knights to battle opponents' dragons plus jousting, damsels in distress, treasure and dragon's eggs. All these games should be available some time during the summer.

Crowd controllers in action.

ALIENS RIOT IN MANCHESTER

New riots flared in Manchester as aliens fought for the bargains to be had at the opening of the new *Games Workshop* shop in Manchester. The new shop is at 162 Marsden Way in the Arndale Centre. It replaces the old one in St. James's Square which has now been closed down. The aliens were members of the Tameside Pre-Enactment Society who kindly volunteered their services to add colour to the official opening by Ian Livingstone.

HERE COMES THE JUDGE

Everybody will soon have the chance to stalk the streets of Mega-City One with the release of *Games Workshop's* official *Judge Dredd* game. Designed by Ian Livingstone and based on the famous *2000 AD* comic book hero, the game will enable players to be judges fighting Dredd's favourite enemies including Judge Death, the Angel Gang and Don 'Uggie' Apelino.

SPI Take-Over Shock

TSR (Hobbies) Inc. have recently acquired *SPI* in a surprise take-over bid. Whilst it was generally acknowledged that *SPI* had for some time been trimming the number of their titles in order to reduce their inventory, such an acquisition took the games world by surprise. It is not known at this time why *TSR* wish to increase their range of historical titles.

GARY THE FINAL DM

Gary Gygax, inventor of *D&D* and *AD&D*, DM'ed the final of the second *AD&D Open Championship* at *GamesFair '82* which was staged at Reading University in April. The championship was won by Richard Whiteside.

GamesFair '83 will again be at Reading University on 25th — 27th March, 1983.

Above Left — Gary Gygax unfolds the adventure.

Below Left — Ian Marsh and Mike Lewis of DragonLords proving that actions speak louder than words.

Below Right — Gary Gygax, Don Turnbull, Ian Livingstone and Steve Jackson enjoying all the fun at the Fair.

NEXT ISSUE

Coming up in the next issue of *White Dwarf* will be:

Lore of the Ring — Tolkien's rings in *D&D* by Stephen Bland.
A World of Your Own — Evolving your own style of play in *T&T* by Ken St. Andre.
STL — Slower Than Light ships in *Traveller* by Marcus Rowland.
The Town Planner: Part Two — Designing towns and cities.
Chaos from Mt. Dorren — a *D&D* mini-scenario by Phil Masters.
Together with all the regular departments featuring monsters, games reviews and more.

CLASSIFIED

All classified ads must be prepaid at the rate of 10p per word, display ads £3.00 per scc. Please send copy and payment to White Dwarf, *27/29 Sunbeam Rd, Park Royal, London NW10, making cheques/POs payable to* Games Workshop Ltd.

Interested in Play-By-Mail?
To join a mailing list for new PBM games, send an SAE and a list of games played previously to: Letagaming, 2 Essex Court, Hammersmith, London W6.

Twinworld
Issue 2 is out at last. Even bigger than last time and still only 55p, 40+ A4 pages, full of rules, art, comment, ideas and scenarios for *AD&D*, *Traveller* and now *RuneQuest*. Issue one and subscriptions available from: *Twinworld Magazine*, c/o Mike Straaten, 180 Edwin Rd, Rainham, Gillingham, Kent ME8 0AH.

For Sale
White Dwarf 1-26, will split. Offers: K Madsen, 33 St Margarets Rd, Whitchurch, Cardiff.

Wanted
Collector looking for the *Dragon 1-43*, *White Dwarf 1-16*, *Traveller's Journal 1-4*, *Strategic Review 1-7* and other fantasy and SF RP magazines and fanzines. Best prices anywhere. Contact: Vincent Burchett, PSC Box 988, APO San Francisco, CA 96328.

Traveller For Sale
Books 1-5, £2.00 each; *Supplements 1-4* and *6*, £1.50 each; *Adventures 1-4*, £2.00 each; *Double Adventures 1-2*, £2.00 each; *Darthanon Queen Adventure*, £2.00; *Referee's Screen* and *Starships and Spacecraft*, £5.00. Please contact: Ronan Tebbut, 52 Church St, Coggeshall, Essex.

For Sale
Large amount of 2nd Hand *Traveller* material. All good quality. Send SAE only for list to Mr A R Barrow, Royden, Perks Lane, Prestwood, Great Missenden, Bucks.

Citadel Miniatures Vacancy
We urgently require someone to work as a trainee in our busy despatch and casting departments. The ideal applicant will have a lively interest in fantasy and wargames, a broad knowledge of miniature figures, and an aptitude for hard work. The right applicant can expect a good salary, staff benefits and a chance to work for a fast-expanding company. Applications in writing should be sent to Bryan Ansell, *Citadel Miniatures*, 10 Victoria Street, Newark, Notts.

Wanted For Games Day '82
We need referees for *AD&D*, *RuneQuest*, *Traveller*; clubs to run demonstration boardgames, tabletop games and computer games; individuals with good visual game proposals; and general helpers for 25th and 26th Sept. Some expenses paid plus free *Games Day '82* t-shirt. Please write to *Games Day '82, Games Workshop Ltd*, 27-29 Sunbeam Road, London NW10.

Quasits & Quasars
The fanzine for SF/F gaming. Issues 1-4 available at 60p/magazine (p&p paid) from David Hulks, 54 Slimmons Drive, St Albans, Herts.

This is an advert for DragonLords II
Mneep mneep bloop squonge kazingo maaap!! Yoki tangtang duubak hombo tangtang aja'kilbees ixat wapppp Ian Livingstone? Kotobongo gudgud bloop, ornax zonk pugdrithik urs Vornatashonotoliomity! 60p from Ian Marsh, 'Avalon', Grams Rd, Walmer, Kent.

For Sale
Over 250 *Citadel/Ral Partha* 25mm figures. Some painted. £30 whole. Also for sale, second hand *TSR* and *JG* dungeons. VGC. Send SAE for list to Steve White, 11 Fraser St, Burnley BB10 1UP.

For Sale
Fancy a change from ordinary RPG? Well this one's for you, *Power and Prestige* is yours. For details write to: *White Shadow*, 236 Kingsway, Huyton, Liverpool, England. Also, *D&D* Basic set with dice, character sheets, modules B1 and B2, *Tegel Manor*, Geomorphs, Monster/Treasure collection: £15 or swap for *Traveller* and adventures etc.

Planetside Issue 1
A new high quality Sci-Fi magazine, including scenario, vehicles, hardware, The Mendor Subsector and more. 70p + 15p p&p to 13 St Anthonys Avenue, Eastbourne, Sussex.

Wanted
Fantasy, SF, *D&D*, miniatures, figures etc any make, bought second-hand. Write to *Platform One*, 594a Fulham Road, London SW6 5NT or phone 01-731 3119. (Personal callers welcome Saturdays).

Starfight
New — Space Warfare simulation. Includes: Movement, Combat etc. Save an Empire! Send SAE + £1.50 to: Encief, 25 Canada Road, Cobham, Surrey KT11 2BB.

Happy Birthday Traveller!
GDW's Traveller SF role-playing system is five years old this year, and to celebrate the occasion, *Games Workshop* will be running an especially fiendish *Traveller* competition for you hardened *Traveller* enthusiasts, at *Games Day '82*. Two separate scenarios, devised by Bob McWilliams, will face the entrants. The competition will be judged on your ability to role-play; not on how many aliens you can kill off in the space of a day. First prize will be *Box One (The Adventurers)* of *Citadel's* splendid 15mm *Traveller* figures *already painted to exhibition standard*. Entrants must be able to attend *Games Day '82* on both Saturday and Sunday. In order to cut down on administration at *Games Day* itself, prospective entrants should write (send SAE) for an entry form to: *Traveller* 5th Birthday Competition, *Games Workshop*, 27/29 Sunbeam Road, London NW10. *Completed entry forms must be in by July 16th 1982.*

Tacforce Swap
Have *Tacforce* (barely used). Will exchange for used *Boot Hill* and *Mad Mesa*. Other offers considered. Any postal campaigns/games needing member, please write to: Baard Enokson, Klostergt 34, 5000 Bergen, Norway.

Organising a Games Day Event?
We'd like to come! *The Games Store* specialises in supplying trade stalls at *Games Day* events. We stock a huge range of games, figures and play-aids. For further information contact: *The Games Store*, 16 Abbotts Walk, Neath, SA 10 7DB Tel: 0639 56546.

CLUBS

STOURBRIDGE
Stourbridge and District Wargames Society
Games: *D&D*, *Traveller*, *Space Opera* and wargames.
Time: Every Friday 7-11pm.
Place: Holy Trinity Church Hall, Amblecote, Stourbridge.
Contact: Peter Smith, 35 Ulster Drive, Brierly Hill, West Midlands.

KIDDERMINSTER
Kidderminster and District Wargames Society
Games: *D&D*, *Traveller* and wargames.
Time: Every Sunday 2-6pm.
Place: Heightington Village Hall, Heightington, Nr Stourport-on-Severn.
Contact: David Cooper-Smith, 8 Derwent Ave, Stourport-on-Severn, Worcs. Tel: 2283.

HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

National Wargames Championship, 9th, 10th October, Margate Wargames Convention, 8th, 9th, 10th October
Venue: The Winter Gardens Margate. Convention: The Main Hall. Nationals: The Queens Room. Admission free. For details contact: Chris Baylis, 12 The Fryth, Basildon, Essex.

New D&D Player, Anglesey
Would like to join club or group within 10 miles of Brynteg (near Benllech). Will try any games. Please contact: Jonathan Horsley, 'Ty Coch', Brynteg, Anglesey or Tel: Tynygongl 3249.

AD&D York
Relatively inexperienced *AD&D* player seeks club/players in the York/Easingwold area. Willing to play almost any game, especially SF/F RPGs. Contact: Sam Huby, Aldwark Grange, Alne, York or ring Tollerton 787 after 6pm.

Wanted
WD1-15 and *WD18*. Good prices paid. Please contact Malcolm Luff on 965 3713 during work hours, 01-878 6884 after 6pm.

Cardiff-Newport-Gwent
18-yr old expert in *T&T*, but beginner in *Traveller*, looking for RPGs in above areas. Write to Robert Simmons, 28 Rothesay Rd, Newport, Gwent, Cymru, or Tel: Newport 273583.

Glastor the Bloody needs help
This noble paladin calls for any *AD&D* players in the St Albans area to phone Dave on 39739. Anything aged 18 or below is acceptable; no experience needed.

Lonely Dungeons
Dungeon Master wants *AD&D* players aged 12-15, either sex, to be the *continual light* spell casters in the dungeons life. Contact: William S Hay, 45 Warneford St, Hackney, London E9 7NG. Tel: 01-986 8015.

Postal AD&D
Anyone interested in playing a postal *AD&D* campaign, send SSAE for details to Neil Cheyne, 10 Henderland Road, Bearsden, Glasgow G61 1JQ.

Help!
14-year old *AD&D* adventurer would like to meet attractive female DM of similar age. Write to: Jonathan, 793 Belmont Rd, Lancs BL1 7BU.

Help!
Would any *D&D* or wargames players in Clwyd please contact me either from an existing club or to start a new one for over 20's. Ring Ian on Denbigh 2076.

Help!
15-yr old *AD&D* and *Traveller* player/DM seeks players and/or DM. Perhaps to start club. Will travel to Newcastle, Blyth, Morpeth, etc. Write to: 154 Ariel St, Ashington, Northumberland or phone Ash 851548.

AD&D N London
Novice (but not beginner) *AD&D* player, aged 31, seeks group to join as player or DM. Contact Philip Howard, 30 Callcott Rd, London NW6 or phone 01-388 8169 (work), 01-328 7791 (home).

US RPer
Would like British correspondent to exchange home designed *Traveller* and/or *Top Secret* adventures. Also interested in exchanging ideas for rule modifications in above games and others. Andy Katz, 4475 South Lafayette St, Englewood, Colorado 80110 USA.

Wanted
Girls to play *D&D/AD&D*, aged 15-17. In Chatham, Gillingham and Rainham areas. No previous experience required. Contact Pete on Chatham 43897, weekdays after 6pm.

Help!
Does anybody play or is interested in *AD&D* in Kings Lynn area? If so contact: Stuart Bolton, 'Burnden', Hall Lane, South Wootton, Kings Lynn, Norfolk or Tel: Kings Lynn 672559 after 4 pm.

Postal Superhero 2044
A postal *Superhero* campaign called Duck & Dilemmas. For details send an SAE to N Williams, 17 Sadlers Ride, East Molesey, Surrey.

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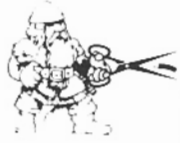

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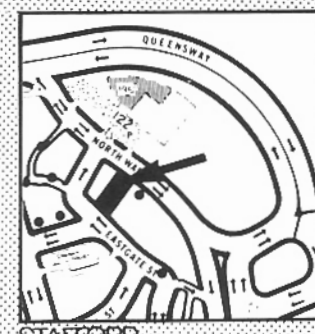

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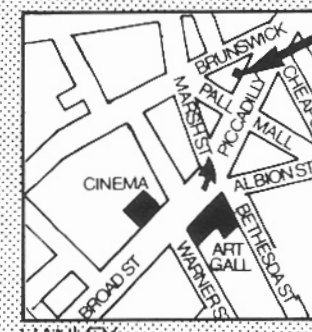

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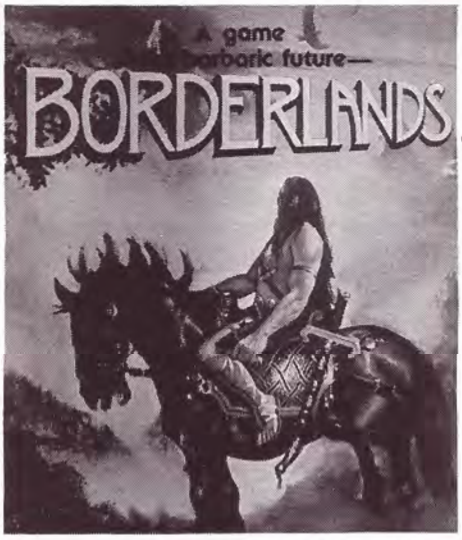

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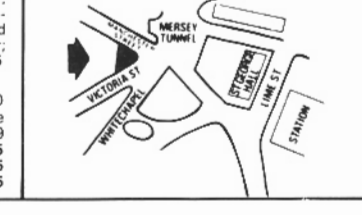

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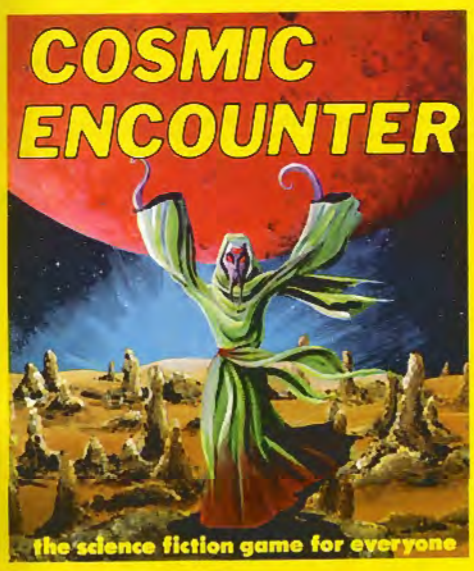

In **Cosmic Encounter** you become one of 15 Aliens — challenged to think like an Alien and respond to other Aliens, each with a **unique power**. You start on a home planet system and expand toward universal dominance.

Other alien intelligences stand in the way. Some might become your allies, and with others you can make beneficial deals. But some will oppose you with all the strength of their mysterious powers.

To aid you in this quest, you will have your own unique, special power. How cleverly you use it in each encounter will shape your cosmic destiny.

The countless Alien combination make each game an entirely new experience. Shifting alliances and fast-paced action keeps everyone intently involved.

Be warned: This is a highly social game. You won't want to put it back in the box.

Expansion Set 1: Contains pieces for a fifth player and 10 new Aliens.
Expansion Set 2: Contains pieces for a sixth player and 10 new Aliens.
Expansion Set 3: Contains nine new cards and 15 new Aliens.
Expansion Set 4: Contains 50 Flares and rules for 7 and 8-player games.
Expansion Set 5: Contains 100 Moons (especially enhancing 2-player games).

Expansion Set 6: Contains 10 new Aliens and the Cosmic Economy — Lucre!
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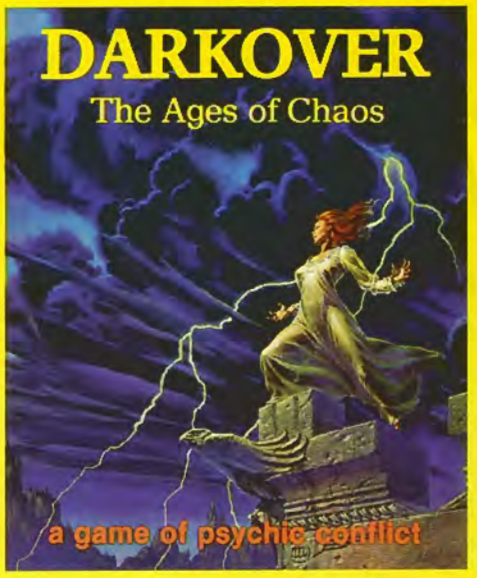
• For 2, 3, or 4 players. • Short, clear rules • Average game, 45 minutes



On a beautiful alien world, a race of telepathic humans control elemental energies which can destroy their planet in this game based on the best-selling novels of *Marion Zimmer Bradley.*

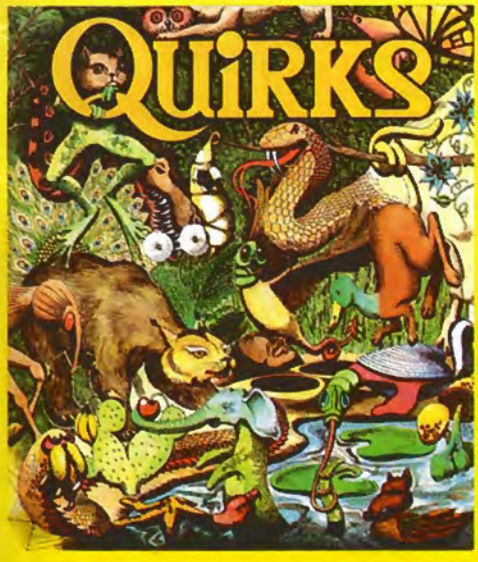
In **Darkover**, players compete in fierce psychic struggles, and seek revenge by hurling deadly forces from the Overworld to destroy their enemies.

Daring strategies and unique psychic gifts lead to quick reversals of fortune, and players conceal their own feelings while luring their opponents into dangerous emotional outbursts.

The mysterious Ghost Wind unleashes bizarre human behavior and threatens to reveal players' secret desires. But mounting tensions are suddenly resolved in outbursts of laughter.

Darkover is both true to the spirit and text of Ms. Bradley's novels, and a new, exciting game on its own merits.

• For 2, 3, or 4 players • Short, clear rules • Average game, 1 hour



QUiRKS are hilarious-looking plants and animals you will create in this game of unnatural selection. Can you adapt yours to prevail in the rapidly shifting environments?

Icy forests, dry plains, sweltering deserts, steaming jungles, and oceans will test your **QUiRKS'** ability to survive. Traits valuable in one setting may be useless in another. New creatures constantly threaten to displace older, dominant ones.

Versality, bluff, luck and thoughtful strategy are required for your **QUiRKS** to thrive (and to force your opponents' into extinction).

Based on simple evolutionary principles, this game of humor and sudden upset appeals to young and old alike. Full color graphics on the 108 traits provide thousands of possible creations — making it interesting and fun for everyone. The strategic timing and balance make it a challenge for the most dedicated gamer.

Special solitaire rules provide an exciting 1-player game.

Simplified children's rules (7 to 11 years) provide a quick but stimulating introduction.

Expansion Set 1: Contains 36 new plant and animal traits and new climate ratings.
Expansion Set 2: Contains 36 new plant and animal traits and new climate ratings.

• For 1, 2, 3, or 4 players • Short, clear rules • Average game, 45 minutes

Cosmic Encounter, Darkover and Quirks are distributed in the UK by Games Workshop Ltd and are available in all good games and hobby shops.

DUNGEONS & DRAGONS NEWS

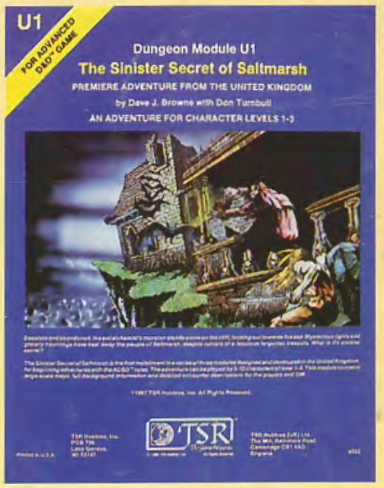
Premier adventure from the United Kingdom

Dungeon Module U1
The Sinister Secret of Saltmarsh

For character levels 1–3

Desolate and abandoned, the evil alchemist's mansion stands alone on the cliff, looking out towards the sea. Mysterious lights and ghostly hauntings have kept away the people of Saltmarsh, despite rumours of a fabulous forgotten treasure. What is it's sinister secret?

The Sinister Secret of Saltmarsh is the first installment in a series of three modules designed and developed in the United Kingdom, for beginning adventures with the AD&D™ rules. The adventure can be played by 5–10 characters. This module contains large-scale maps, full background information and detailed encounter descriptions for the players and DM.



Screens & Mini-modules

GAMMA WORLD™ Science Fantasy Role-playing game — Referee's Screen and Mini-Module

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For character levels 3–6

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This module contains referee notes, background information, maps and exploration keys intended for use with the D&D® Expert rules.

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TSR Hobbies (UK) Ltd
The Mill, Rathmore Road,
Cambridge CB1 4AD,
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